50TH ISSUE SPECTACULAR | 50 PLAYSTATION GAMES YOU SHOULD HAVE PLAYED • CELEBRATE 6 YEARS OF PLAYSTATION • 50 PEOPLE WHO CHANGED YOUR WORLD

ZIFF DAVIS MEDIA

November 2001
ISSUE 50

OFFICIAL U.S. PlayStation MAGAZINE

Metal Gear Solid 2

Only one month to go!
Find out more of Snake's secrets

Devil May Cry

Survival horror with attitude.
The coolest PS2 game yet

Official U.S. PlayStation Magazine Issue 50 (November 2001)

GRAND THEFT AUTO 3

Find out why Rockstar's game will blow you away

SSX Tricky

Lucy Liu and Macy Gray
bring style to the slopes

The Getaway

The reasons why you
haven't seen it yet

Tekken 4

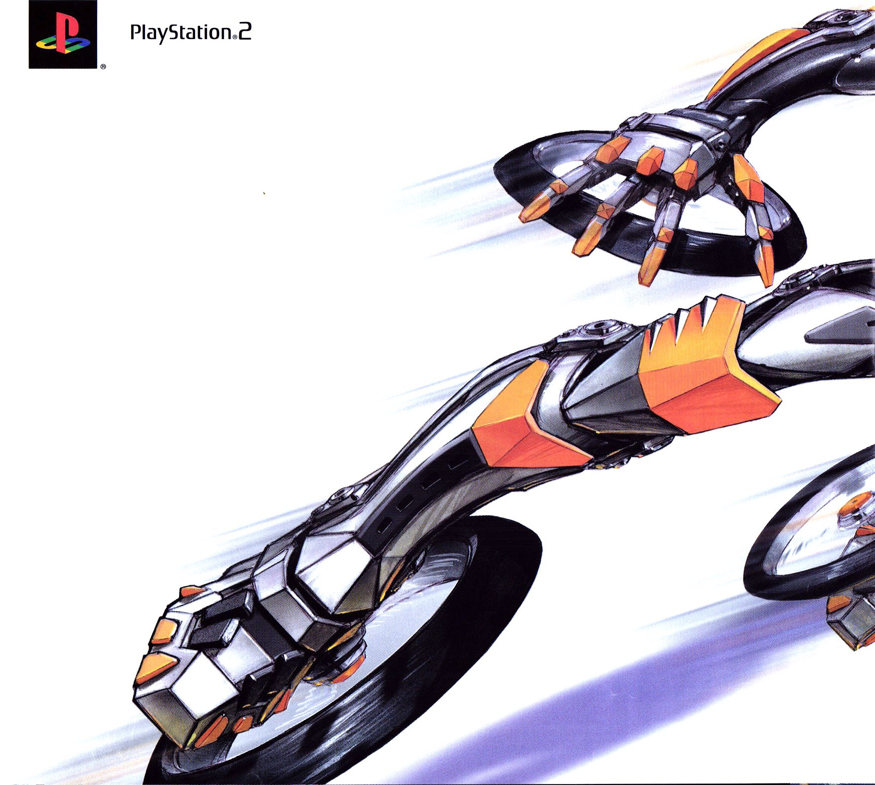
It's everything
you hoped it
would be.
And more

Licensed by Sony Computer Entertainment of America. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

EXCLUSIVE DEMOS! | PLAY SPIDER-MAN 2–ENTER: ELECTRO AND X-MEN: MUTANT ACADEMY 2!

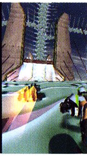
Nov. 2001
$7.99 U.S.
$9.99 Canada
11>
0 14024 06968 4
Display Until Nov 6.

PlayStation®2



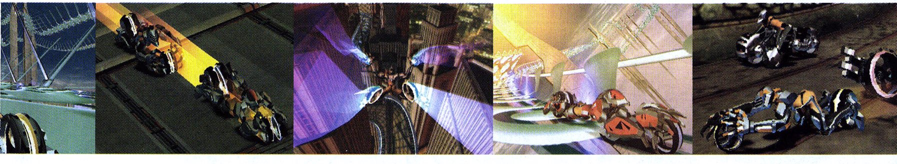
Kinetica

RACING HAS EVOLVED™



It's pure speed by any measure. Slip into a Kinetic Suit and feel the intense competition in your fingertips. Scale walls. Cling to ceilings. Pull off ground and aerial stunts on 12 futuristic tracks. Man and machine are united. Fasten your garter belt. www.scea.com

0 TO 60 IN 36-24-36



TEEN
T
CONTENT RATED BY
ESRB

Mild Violence
Suggestive Themes

Kinetica is a trademark of Sony Computer Entertainment America Inc. © 2001 Sony Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

FREE WILL CANNOT EXIST IN THE PRESENT

WHEN DESTINY LIES IN THE PAST.

+ Incredibly detailed gothic architectures and environments.

+ Acquire new Soul Reaver weapon enhancements, physical abilities and relics.

+ Enhanced graphics & combat system.

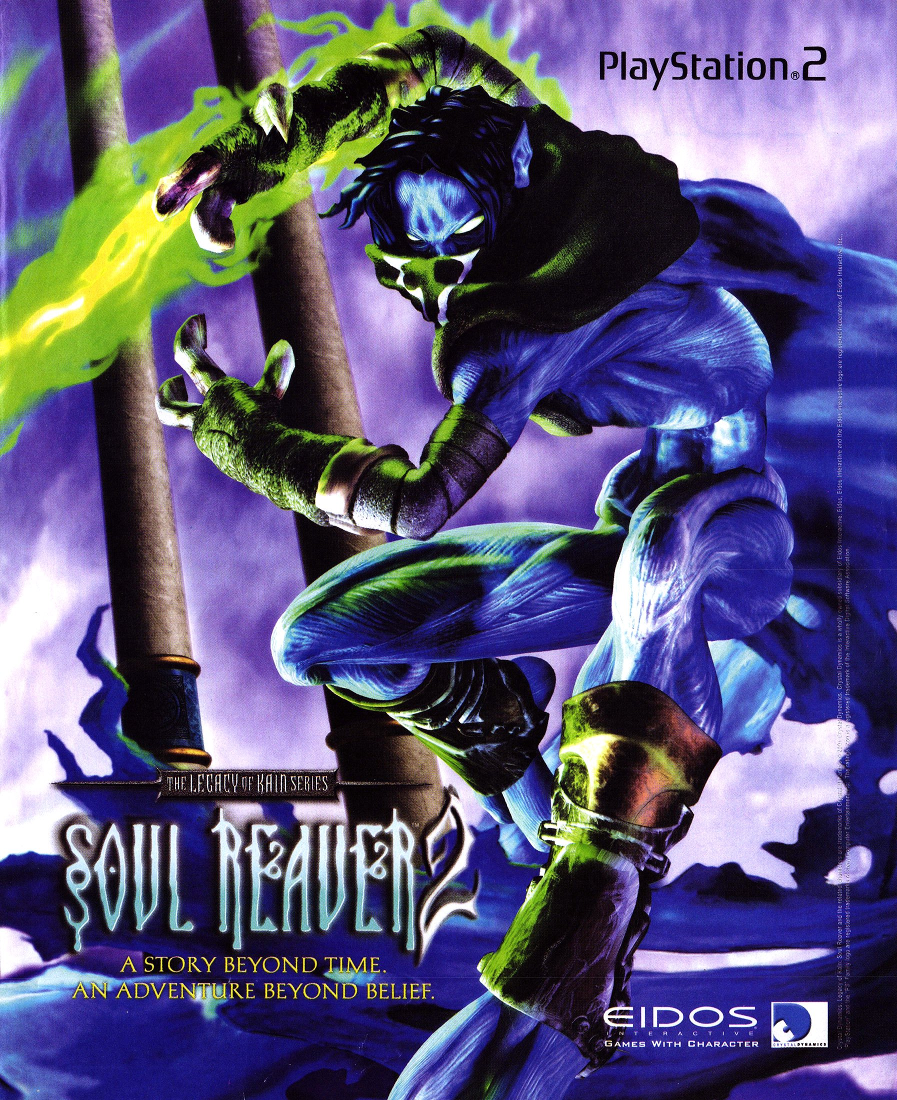
+ Devour the souls of new enemies

Includes preview of Blood Omen 2 [product Not Yet Rated]

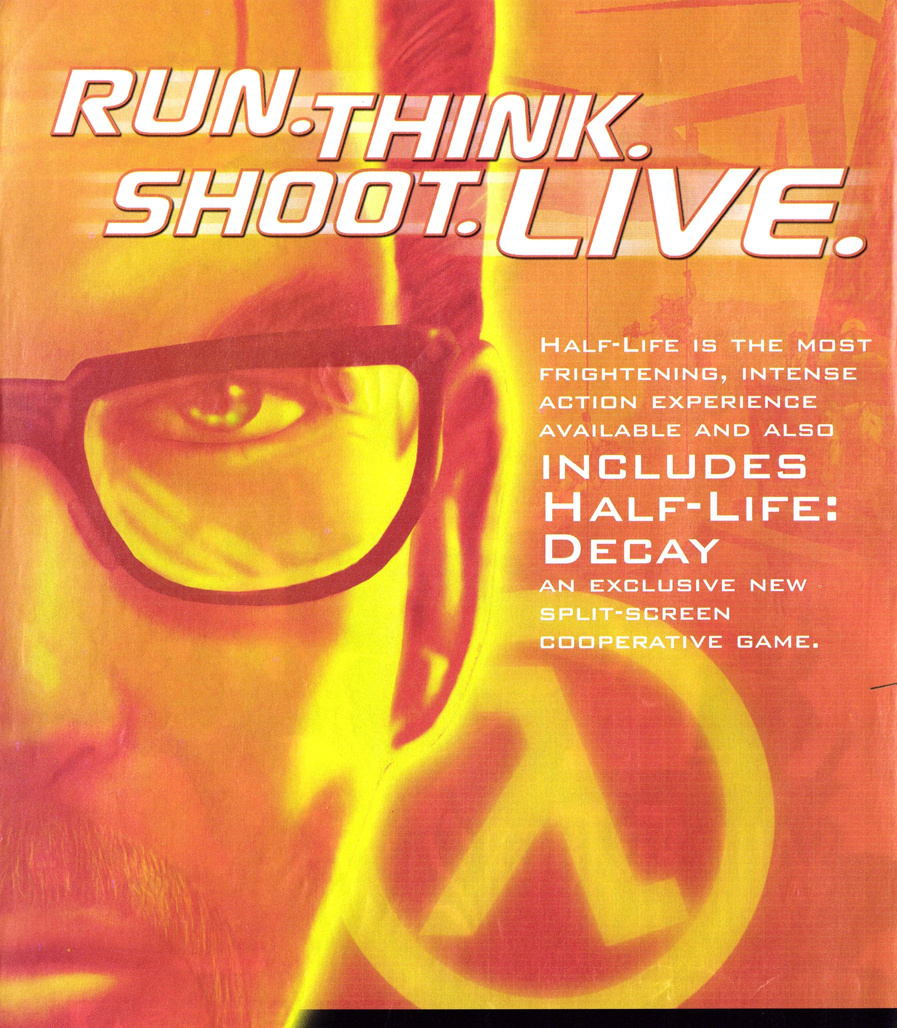
MATURE
M
CONTENT RATED BY ESRB

Blood and Gore
Violence

www.legacyofkain.com


PlayStation®2
THE LEGACY OF KAIN SERIES
SOUL REAVER™ 2
A STORY BEYOND TIME.
AN ADVENTURE BEYOND BELIEF.
EIDOS INTERACTIVE
GAMES WITH CHARACTER
CRYSTAL DYNAMICS

Crystal Dynamics, Legacy of Kain: Soul Reaver and the related characters are trademarks of Crystal Dynamics © 2001 Crystal Dynamics. Crystal Dynamics is a wholly owned subsidiary of Eidos Interactive. Eidos, Eidos Interactive and the Eidos Interactive logo are registered trademarks of Eidos Interactive, Inc., "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.


RUN. THINK.
SHOOT. LIVE.

Half-Life is the most frightening, intense action experience available and also

INCLUDES **Half-Life: Decay**

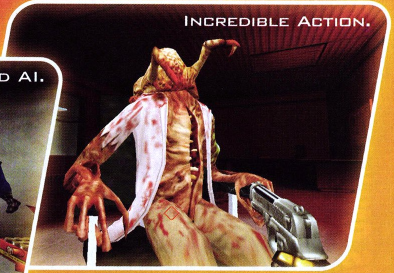
an exclusive new split-screen cooperative game.

© 2001 Valve, L.L.C. All Rights Reserved. Valve, the Valve logo, the lambda logo and Half-Life are trademarks and/or registered trademarks of Valve, L.L.C. Sierra and the "S" logo are trademarks of Sierra On-Line, Inc. Gearbox and the Gearbox logo are trademarks of Gearbox Software, L.L.C. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners.

SECURE ACCESS
DANGER
CONFINED SPACE
ENTRY CAN BE FATAL
ENTER BY PERMIT ONLY

EXTRAORDINARY REALISM.

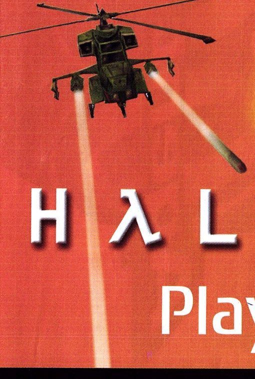
> *"The 'best action game ever made' gets even better on the PS2®"*
>
> *— Electronic Gaming Monthly*



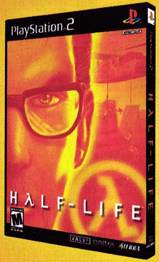
INCREDIBLE ACTION.

UNPARALLELED AI.

ADVANCED GRAPHICS AND ANIMATION.



Available Now!


PlayStation 2
HλLF-LIFE
MATURE
VALVE
gearbox
SIERRA

HλLF-LIFE®

PlayStation®2

MATURE M CONTENT RATED BY ESRB

Violence
Blood and Gore

VALVE™

gearbox software

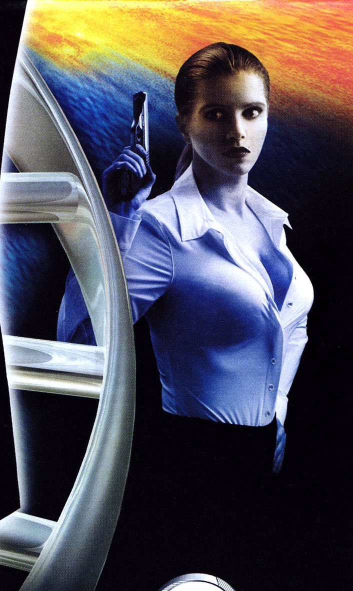
SIERRA™

THE WORLD NEEDS A HERO AND THERE IS ONLY ONE MAN FOR THE JOB.
007
Agent Under Fire
TM

An original, suspense-filled storyline.

Turbo-charged supercars.

Astonishing cutting-edge technology.



PlayStation®2

EA GAMES™

EA GAMES and MGM INTERACTIVE presents

James Bond 007 in AGENT UNDER FIRE™

An all-new ACTION-PACKED ADVENTURE. Designed specifically for the PlayStation® 2. Immerse yourself in 12 PULSE-POUNDING MISSIONS Intense FIRST-PERSON ACTION. Breathtaking DRIVING LEVELS in exotic sportscars, including the ASTON MARTIN® DB5, BMW® 750iL and BMW® Z8. Employ state-of-the-art GADGETS. Wield HI-TECH WEAPONRY. Meet STUNNING BOND GIRLS. Journey to EXOTIC LOCATIONS across the globe. Frag your friends in FOUR-PLAYER SPLIT-SCREEN action. The next generation of BOND has arrived.

TEEN
T
CONTENT RATED BY
ESRB

Comic Mischief
Violence

Metro Goldwyn Mayer
TRADE MARK
MGM INTERACTIVE

© 2001 Electronic Arts Inc. Agent Under Fire is a trademark of Metro-Goldwyn-Mayer Studios Inc. Agent Under Fire Interactive Game (all source code, all other software components and certain audio visual components only) ©2001 Electronic Arts Inc. All rights reserved. 007 Agent Under Fire Interactive Game (certain audiovisual components) © 2001 Danjaq, LLC and United Artists Corporation. James Bond, 007, James Bond Gun and Iris Logos and all other James Bond related properties ©1962-2001 Danjaq, LLC and United Artists Corporation. JAMES BOND, 007, James Bond Gun and Iris Logos and all other James Bond related trademarks TM Danjaq, LLC. Electronic Arts, EA GAMES and the EA GAMES logo are trademarks of ElectronicArts Inc. in the U.S. and/or other countries. EA GAMES™ is an Electronic Arts™ brand. Aston Martin DB5 used under license from Aston Martin Lagonda Limited, Ford Motor Company. BMW Z8 and BMW 750iL are trademarks of BMW AG. "PlayStation 2" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

WWW.007.EA.COM WWW.EAGAMES.COM

THE MAGAZINE
Editor in Chief **John Davison**
Managing Editor **Gary Steinman**
Previews Editor **Chris Baker**
News Editor **Sam Kennedy**
Reviews Editor **Joe Rybicki**
Associate Editor **Todd Zuniga**
Gossip Columnist **Clish MacLaver**
Editorial Contributors **Zoe Flower, Ravi Hiranand, Ryan Lockhart, Thomas Puha, John Scalzi, Scott Steinberg**
Japanese Correspondent **Yutaka Ohbuchi**
European Correspondent **Axel Strohm**
Copy Editor **Jennifer Whitesides**

DESIGN
Senior Art Director **Bob Conlon**
Art Directors **Donna O'Hara, Jim Cordano**
Illustration **Stephen Bliss, Penny Arcade**
Photography **Shuji Kobayashi, Joe Toreno, Michael Sexton, Rockstar**

PRODUCTION
Manufacturing Director **Carlos Lugo**
Senior Production Manager **Anne Marie Miguel**
Assistant Production Manager **Teresa Newson**
Pre-Media Manager **Dave McCracken**
Assistant Pre-Media Manager **Mike Vallas**

TECHNOLOGY
Project Leader **Mark LeFebvre**
Customer Support Analyst **Peter Felonk**

ZD GAME GROUP
Vice President **Dale Strang**
Business Director **Cathy Bendoff**

CIRCULATION
Circulation Director **Joan McInerney**
Circulation Director **Shirley Viel**
Senior Newsstand Sales Manager **Don Galen**

SUBSCRIPTION SERVICE NUMBER
(800) 627-6458 (U.S. and Canada only)
http://service.playstationmagazine.com
playstation@neodata.com

TO SUBSCRIBE ONLINE
http://subscribe.playstationmagazine.com

ADVERTISING INQUIRIES CONTACT
Game Group
50 Beale, 12th floor, San Francisco, CA 94105
Telephone: 415-547-8783
Group Publisher **Lee Uniacke**
415-357-4910 • lee_uniacke@ziffdavis.com
Group Associate Publisher **Suzie Reider**
415-357-4915 • suzie@ziffdavis.com
Regional Sales Manager/East Coast Territory **Marc Callison**
630-382-9034 • marc_callison@ziffdavis.com
District Sales Representative/East Coast Territory
Tallie Fishburne 617-354-0284 • tallie_fishburne@ziffdavis.com
Account Executive/East Coast Territory **Emily Olman**
415-357-5226 • emily_olman@ziffdavis.com
Regional Sales Manager/Pacific Northwest and Bay Area Peninsula
Ian Sinclair 415-357-4925 • ian_sinclair@ziffdavis.com
Account Exec./Pacific Northwest & Bay Area Peninsula **Mary Gray**
415-547-8782 • mary_gray@ziffdavis.com
Regional Sales Manager/Southwest Territory **Karen Landon**
760-942-6277 • karen_landon@ziffdavis.com
Senior Account Executive/Southwest Territory **Linda Philapil**
415-547-8781 • linda_philapil@ziffdavis.com
Regional Sales Manager/Texas, Washington, San Francisco Territory **Marci Yamaguchi**
415-357-4944 • marciy@ziffdavis.com
Account Executive/TX, WA, San Francisco Territory **Meighan O'Rourke**
415-357-4920 • meighan_orourke@ziffdavis.com
Senior Marketing Manager & Creative Director **Rey Ledda**
415-547-8775 • rey_ledda@ziffdavis.com
Marketing Coordinator **Annie Lipscomb**
415-547-8248 • annie_lipscomb@ziffdavis.com
Advertising Coordinator **Tipler Ubbelohde**
415-357-4930 • tipler_ubbelohde@ziffdavis.com
Sales Assistant **Kristeen Laut**
415-547-8778 • kristeen_laut@ziffdavis.com
Sales Assistant **Cheryl Farrell**
415-547-8783 • cheryl_farrell@ziffdavis.com

About our contributors

ZOE FLOWER
Zoe is a multimedia superstar. She works for us, she makes TV shows, she produces rock videos, is an animator and illustrator, she makes very cool Web sites and somehow has time to play games as well.
www.zoeflower.com

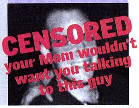
JOHN SCALZI
A writer for the *Chicago Sun-Times*, the *San Diego Tribune*, *New York City* magazine and the *Fresno Bee*, John brings his considerable knowledge to our media pages. He also runs the popular
www.gamedad.com

STEPHEN BLISS
You may have seen our cover artist's work before. He produced the album cover art for *Massive Attack V Mad Professor* and has also illustrated for *GQ*, *Time* and other mags. He's currently designing characters for Disney.

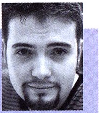
SHUJI KOBOYASHI
Over the years, Shuji has photographed tons of celebrities and made them look either scary, or cool, or both. He also does a damn fine job with members of the video game community, as ably illustrated this month.
www.7stdesign.com/shuji

PENNY ARCADE
They make us laugh. And we're betting they'll make you laugh, too. Read the Penny Arcade guys' strip for the month, then visit their Web site for even more. And don't forget to order their new book while you're at it.
www.penny-arcade.com

SCOTT STEINBERG
Mr. Steinberg writes for *Maxim*, *Playboy*, *The Source* and every other publication Mom warned you about. Hence his privileged and unprecedented access to forbidden territory. See our Project 0 preview for blackmail material.


CENSORED
your Mom wouldn't want you talking to this guy

Car jacking, Italian opera and gangsta rap



John Davison
Editor in Chief

We bring you all this, and more, just from our experiences with Grand Theft Auto III this month. If you've ever thought that games are just kid stuff, this is certainly proof that the new wave of game design is aiming fairly and squarely at the adult gamer. GTA3 earns its M rating from the ESRB with aplomb, and rightly so. It will no doubt draw attention from "observers" and be declared a disgrace in the news as something that glamorizes violence with its beatings, shootings and firebombings. This isn't a game that uses shocks to compensate for a lack of quality gameplay, though. Sure, the content is hardly that of civilized folks, but it's a game designed to provide a caricature of the mobster way of life. The gang warfare, drug pushing, pimping, driveby-fuelled experience is no more ridiculous than that of an R-rated action flick—which is another form of media that also shouldn't be experienced by minors.

In the past, contentious games have been accused of using controversial themes to compensate for inferior storylines, pathetic gameplay and cheap thrills. GTA3 is different. Like the HBO show *The Sopranos*, this is a quality product that happens to also have controversial content, not vice-versa.

We've tried our best to convey the way that the game sucks you in and holds your attention, but the best way is to try it out for yourself when the game hits stores in mid-October, with that M rating prominently featured on the box.

Official U.S. PlayStation Magazine Mission Statement

The *Official U.S. PlayStation Magazine* is the only Sony Computer Entertainment America-licensed magazine and is published by Ziff Davis Media Inc. through an exclusive agreement. As such, the *Official U.S. PlayStation Magazine (OPM)* remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

EARLY CHILDHOOD
eC
CONTENT RATED BY ESRB

EARLY CHILDHOOD RATING
Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.

EVERYONE
E
CONTENT RATED BY ESRB

EVERYONE RATING
The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up. E-Rated Games May Contain Minimal Violence Or Crude Language.

TEEN
T
CONTENT RATED BY ESRB

TEEN RATING
Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.

MATURE
M
CONTENT RATED BY ESRB

MATURE RATING
These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

ADULTS ONLY
AO
CONTENT RATED BY ESRB

ADULTS ONLY RATING
The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

WWW.ESRB.ORG

Official U.S. PlayStation Magazine (ISSN #1094-6683) is published monthly by Ziff Davis Media Inc., 28 East 28th Street, New York, NY 10016. Periodicals Postage Paid at New York, NY 10016 and additional mailing offices. Single-issue rate: $7.99 ($8.99 for October and December). Subscription Rates: One Year (12 issues and 12 demo discs) $49.97 U.S., $65.97 all other countries. We periodically make lists of our customers available to mailers of goods and services. If you do not wish to receive such mailings, please write to us and include a copy of your mailing label. Subscription Service Questions and Address Changes Write to: Official U.S. PlayStation Magazine, P.O. Box 55362, Boulder, CO 80322-5362. For Subscription Service Inquiries call us at: 800.627.6458 U.S. and Canada, or (303) 604-7445 all other countries. Fax us: 850.683.4094 U.S. and Canada, or 303.604.0518 all other countries. Or visit our subscription Web site at http://service.playstationmagazine.com. The editors and publishers are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise) without the prior written notice of Ziff Davis Media Inc. Copyright © 2001 Ziff Davis Media. All Rights Reserved. Reproduction in whole or in part without permission is prohibited. For permission to reuse material in this publication or on www.playstationmagazine.com, or to use our logo, contact Ziff Davis Media's Rights and Permissions Manager: Olga Gonopolsky, Ziff Davis Media Inc., 28 East 28th Street, New York, NY 10016. Tel: 212-503-5438. Fax: 212 503-5420. E-mail: olga_gonopolsky@ziffdavis.com. For reprints, contact Reprint Services at 800-217-7874. TM & © for all other products and the characters contained therein are owned by the respective trademark and copyright holders. All materials in this magazine are subject to change and the publisher assumes no responsibility for such changes. The Canadian GST registration number is 14049 6720 RT. Printed in the USA.

MIDWAY
www.midway.com

113
113
113
113
XBOX
BAUER
NHL HITZ 20-02
MIDWAY

WE KNOW HITZ.

NHL HITZ 20-02

Heads Up. The first adrenaline-style hockey game is here. Only NHL® Hitz 20-02 delivers intense action from the NHL's experts of impact. Feel the crushing checks and super-sonic slapshots as eye-popping next-generation graphics bring teams, super-charged players and fantasy arenas to unparalled brilliance. With hits this hard, you won't need a ref to get ejected from the ice.

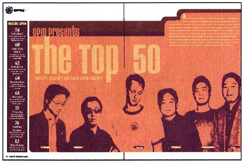
GAME PREVIEW AT WWW.NHLHITZ.MIDWAY.COM

PlayStation®2 XBOX NINTENDO GAMECUBE™ NHL NHLPA

EVERYONE E CONTENT RATED BY ESRB Violence

NHL® HitzTM © 2001 Midway Home Entertainment Inc. HITZ is a trademark of Midway Home Entertainment Inc. MIDWAY and the Midway logos are trademarks or registered trademarks of Midway Amusement Games, LLC. Used by permission. NHL and the NHL Shield are registered trademarks of the National Hockey League. All NHL logos and marks and team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. © 2001 NHL. All rights reserved. © NHLPA; Officially Licensed Product of the National Hockey League Players' Association. National Hockey League Player's Association, NHLPA and NHLPA Logo are trademarks of the NHLPA and are used, under license, by Midway Home Entertainment Inc. NINTENDO GAMECUBE is a trademark of Nintendo. © 2001 Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

CONTENTS


opm presents
the Top 50

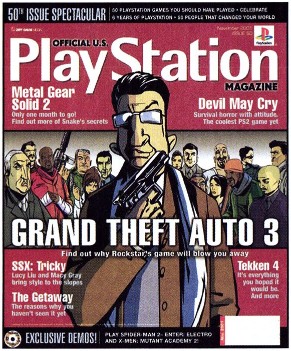
THE OPM 50 • 122

It's our 50th issue, so here are 50 games you really should have played, and 50 people you really should be aware of. Don't say we don't try to educate you. We care *that* much.

METAL GEAR SOLID 2 • 100

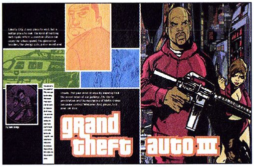
In our continuing coverage of this amazing game, we offer stealth tactics on how to free up some time for the week it comes out.

PS2 PREVIEWS
Previewed Inside
Metal Gear Solid 2: Sons of Liberty
Coming Soon


50TH ISSUE SPECTACULAR
60 PLAYSTATION GAMES YOU SHOULD HAVE PLAYED • CELEBRATE 6 YEARS OF PLAYSTATION • 50 PEOPLE THAT CHANGED YOUR WORLD
ZIFF DAVIS MEDIA
November 2001
ISSUE 50
OFFICIAL U.S.
PlayStation
MAGAZINE
Metal Gear Solid 2
Only one month to go! Find out more of Snake's secrets
Devil May Cry
Survival horror with attitude. The coolest PS2 game yet
GRAND THEFT AUTO 3
Find out why Rockstar's game will blow you away
SSX: Tricky
Lucy Liu and Macy Gray bring style to the slopes
Tekken 4
It's everything you hoped it would be. And more
The Getaway
The reasons why you haven't seen it yet
EXCLUSIVE DEMOS!
PLAY SPIDER-MAN 2- ENTER: ELECTRO AND X-MEN: MUTANT ACADEMY 2!
Nov. 2001

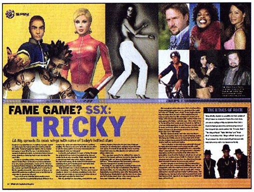
SSX TRICKY • 60

The original was the "killer app" for PS2 a year ago; now EA Sports Big brings us an update to the game. The tracks are cooler, there are more characters, there is a bigger emphasis on tricks, and the soundtrack gets funked up to the max.


grand theft auto III

GRAND THEFT AUTO III • 136

Controversial? You bet. But there's a lot more to Rockstar's upcoming gangster title than senseless acts of violence (though they're there if you want them). There's actually the making of a revolutionary *game* here, too.


SPIN
FAME GAME? SSX: TRICKY

SPIN

34 The OPM 50
Learn about the 50 most influential people in the world of PlayStation, and read our picks for the 50 best games for the PS one.

56 Calendar

56 Soul Calibur 2
See the sequel to one of the best fighters, ever.

60 SSX Tricky: The Fame Game
Learn about the many celebrities involved in this hot sequel.

62 Only in Japan

62 Football Roundup
Watch this year's lineup of pigskin titles duke it out on the gridiron.

64 Dissecting Dante
Learn just what makes Capcom's newest action hero so damn *cool*.

66 PSAT

68 www.THPS3.com
We go head-to-head with the Neversoft boys in Tony Hawk 3...*online!*

70 Dream Cast

70 Eye on London
What happened—if *anything*—at this year's ECTS?

72 PlayStation: Year 1
This ongoing series traces the history of the PS. This month: The Beginning.

74 False Starts

76 Exclusivo!
Just what does it mean to say a game is "exclusive" to a given platform? What you read may surprise you.

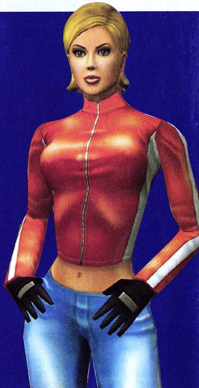
78 Clish MacLaver

80 CD Reviews

82 DVD Reviews

90 Hollywood Banter

92 Top 10 Charts



REGULAR BITS

Demo Disc • 14

Spider-Man, Spider-Man, does whatever a spider can. And the X-Men. And some other stuff.

Input • 24

Let us know your thoughts. Write us at our usual address, or send us e-mail at **OPM@ziffdavis.com**.

Spin • 34

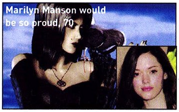
It's issue 50! So that gives us ample excuse for producing lists comprised of 50 things.

Top Secrets • 142

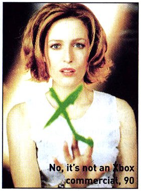
Tricks for all the biggest-selling games, including the *coolest* GT3 trick you'll ever see.

Damn front fasteners, 82

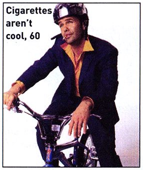
Honey, your bra strap is showing, 136



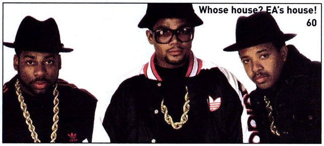
Marilyn Manson would be so proud, 70



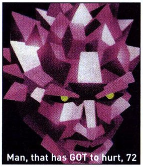
No, it's not an Xbox commercial, 90



Cigarettes aren't cool, 60



Whose house? EA's house! 60



Man, that has GOT to hurt, 72

PREVIEWS

PLAYSTATION 2

Ace Combat 04 101
Akira Psychoball. 102
Baldur's Gate: Dark Alliance112
Blood Omen 2.......................119
Burnout 103
Defender.............................112
Deus Ex: The Conspiracy 108
Driven.................................122
E.T.: Return/Green Planet ...103
ESPN Int'l Winter Games.....112
FIFA 2002...........................124
Final Fantasy X 108
Frequency...........................126
Harvest Moon: STH.............101
Jak and Daxter....................122
James Bond 007 in...AUF.....114
Kingdom Hearts 126
Maximo...............................101
Metal Gear Solid 2...............100
Mortal Kombat....................126
Moto GP 2 124
MXrider 114
NASCAR Thunder 2002........110
Project 0 111
Rayman Arena.....................114
RPG Maker 120
The Simpsons: Road Rage ...124
Soul Reaver 2......................118
Splashdown 120
SSX Tricky..........................102
Tekken 4 122
The Terminator 120
Test Drive 103
The Thing...........................118
Tiny Toons..........................102
Tsunagai 119
Wizardry: Forsaken Land 118
World of Outlaws 119
WWF SmackDown! JBI 110

PS one

Dragon Warrior IV...............132
E.T.: Interplanetary Adv.......132
Harry Potter 132
Mega Man X6.......................131
Monsters, Inc. 131
Razor Racing.......................132
Syphon Filter 3 130
The Weakest Link................132
V.I.P. 132

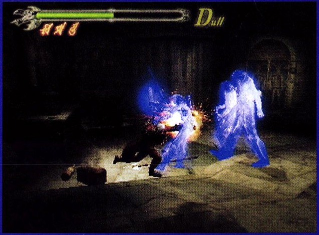
REVIEWS

PLAYSTATION 2

Arctic Thunder 152
Casper: Spirit Dimensions...152
Dave Mirra Freestyle BMX 2 153
Devil May Cry......................152
F1 2002..............................153
Gadget Racers.....................154
Extreme G III.......................154
Kinetica 155
Ico 158
Monster Rancher 3..............155
NFL Quarterback Club 2002 160
NHL 2002 160
Portal Runner 160
Silent Hill............................162
Spy Hunter..........................163
Top Gun..............................160

PS one

Card Games 163
Castlevania Chronicles........166
Crossroad Crisis 163
NBA Shootout 2002 166
One Piece Mansion 166
Rayman Brain Games 167
Spider-Man 2–Enter: Electro .168
Tiny Toons: Plucky's Adv. 167
X-Men: Mutant Academy 2...167



Marvel-ous Demos!

This month you get not one but *two* demos of highly anticipated sequels to superhero hits on the PS one. Spider-Man 2 leads off our demo disc, followed by X-Men: Mutant Academy 2—both of which we're reviewing this issue. We've also assembled five classic demos to go along with the top 50 PS one games feature. And topping it all off, we've got two tasty video previews for a pair of hot holiday releases: Dragon Warrior VII and Syphon Filter 3. Oh yeah—we can't forget about Barbie Explorer!

November 2001
PlayStation
Disc 50
E-M
disc

Spider-Man 2

Your friendly neighborhood Spider-Man returns to pop a sticky cap in the baddies' collective asses.

X-Men: Mutant Academy 2

Excelsior! This hot-looking fighter returns for a bigger, badder, better run in the rung.

Barbie Explorer

This season Barbie is sporting a trendy safari bucket hat with matching khakis, set off perfectly by a jaunty leather adventure belt.

CLASSIC DEMO

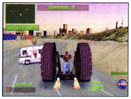
Crash Bandicoot: WARPED

This is the best of the series, and judging by what we've seen of the PS2 version, might still be.

CLASSIC DEMO

Spyro: Year of the Dragon

If you haven't spent time with this ultra-cute platformer, you owe it to yourself to check it out.



CLASSIC DEMO

Twisted Metal 2

TM1 might have been the real start of it all, but TM2 is what caused the genre to explode.

CLASSIC DEMO

Syphon Filter 2

A little bit of Tomb Raider, a little bit of Metal Gear Solid, a whole lot of ass-kickin'.

CLASSIC DEMO

Tekken 3

And speaking of ass-kickin'—here's arguably the greatest fighter to ever grace the PS one.

DISC PROBLEMS?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of the Official U.S. PlayStation Magazine that the demo disc included is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment, neglect or breakage during shipment. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

OPM Demo Disc is published monthly by Sony Computer Entertainment America Inc., 919 E. Hillsdale Drive, Foster City, CA 94404. All titles shown herein are trademarks of and copyrights of their respective publishers and/or their licensors. See individual screens for details. ©2000 Sony Computer Entertainment America Inc.
Please submit all related demo disc inquiries to: OPM Demo Disc, Inquiries, 919 E. Hillsdale Drive, Foster City, CA 94404

DEMO DISC PRODUCERS
Gary Barth
Manuel Sousa
Michael Tyau
MARKETING TEAM
Shelley Ashitomi
Jesse Caid
Sarai Sequeira
Kim Yuen
EXECUTIVE PRODUCER
Andrew House
MUSIC COMPOSITION
Nathan Brenholdt
Ashif Hakik
FORMAT QA
Sam Bradley
DeMarlo King
ACCOUNT COORDINATOR
Eric Ippolito

PROGRAMMING AND INTERFACE ARTWORK BY LIFELIKE PRODUCTIONS, INC.
LEAD PROGRAMMER
William Bohan

3D ARTISTS
Jason Robinson
Philip Williamson
PRODUCER
Jessi Harrison
PRESIDENT
Katherine Williams
TECHNICAL DIRECTOR
Tim Edwards
CD ANIMATION INTRODUCTION BY
Secret Weapon
PRINCIPALS
Wes Harris
Ryan Ramirez
3D ANIMATORS
Jamie Chu
JonJay Montemayor
Bryan Poon

SPECIAL THANKS
Tom Gillan
Gerald Martin
Jim Williams
Steve Williams

ZIFF DAVIS MEDIA

ZIFF DAVIS PUBLISHING INC.
Acting Chairman and CEO ..... Avy H. Stein
Chief Operating Officer and Senior Executive Vice President ..... Tom McGrade
President, Business Media ..... Al Perlman
Executive Vice President and Publishing Director (Business Media) ..... Peter Longo
Executive Vice President and Editorial Director (Editor-in-Chief, PC Magazine) ..... Michael J. Miller
Senior Vice President, Business Development (Business Media) ..... Beth-Ann Eason
Senior Vice President (Circulation) ..... Charles Mast
Senior Vice President and Publishing Director (Business Media) ..... Mitchell York

Vice President (Corporate Sales) ..... Ken Beach
Vice President (Editor, eWEEK) ..... John Dodge
Vice President (Editor-in-Chief, Yahoo! Internet Life) ..... G. Barry Golson
Vice President (Chief Information Officer) ..... Kim Hoover
Vice President (Marketing, Integrated Solutions) ..... Charles Lee
Vice President (Editor-in-Chief, eWEEK) ..... Eric Lundquist
Vice President (Technology) ..... Bill Machrone
Vice President (Controller) ..... David Mullen
Vice President (Ziff Davis Market Experts) ..... Michael Perkowski
Vice President (Marketing, Business Media) ..... Tonia E. Ries
Vice President (General Counsel) ..... Carolyn Schurr Levin
Vice President (Publisher, Ziff Davis SMART BUSINESS) ..... Dan Schwartz
Vice President (Publishing Director, eWEEK) ..... Sloan Seymour
Vice President (Editorial Development) ..... Tom Steinert-Threlkeld
Vice President (Game Group) ..... Dale Strang
Vice President (Publisher, CIO Insight) ..... Stephen Veith
Vice President (Events) ..... Scott Wolf

ZIFF DAVIS INTERNET
President and Chief Internet Officer Ziff Davis Media ..... Wenda Harris Millard
Vice President, Marketing ..... Aimee D. Levine
Vice President, Operations and Product Management ..... Paul S. Mealey
Vice President, Audience Development ..... Stephen Sutton
Vice President, Advertising Sales ..... Jason Young
Chief Technology Officer ..... Alan Bourassa
Managing Director, Business Development ..... Greg M. Schwartz

ZIFF DAVIS MEDIA INC.
Acting Chairman and CEO ..... Avy H. Stein
Chief Operating Officer and Senior Executive Vice President ..... Tom McGrade
President, Business Media ..... Al Perlman
Chief Internet Officer and President Ziff Davis Internet ..... Wenda Harris Millard
Executive Vice President and General Manager eTesting Labs ..... Mark Van Name
Vice President and General Counsel ..... Carolyn Schurr Levin
Vice President and Controller ..... David Mullen
Vice President and Chief Information Officer ..... Kim Hoover
Director, Communications ..... Elizabeth Estroff
Director, International ..... Christin Lawson
Director, Creative Services ..... Bobby Sutton
Director, Business (Business Media) ..... John Dennehy
Directors, Manufacturing (Business Media) ..... Rhett Hall, Carlos Lugo
Director, Design (Business Media) ..... Nicole White
Publishing Strategist ..... Chip Block

ACTUAL...
TRUTH

TACTICAL CLOTHING SOLUTIONS **ZOO YORK**

THE ILLUSTRIOUS ZOO YORK CREW . ESTABLISHED 1976 . NEW YORK CITY . NEW YORK . THE ACTUAL ARTICLE . 100% NEW YORK CITY SUB-VERSIVE SUB-CULTURE . REBELLION . SHOW THE WORLD WHAT WE ABOUT SKATING IN AND OUT OF THE CANYONS OF NEW YORK CITY REVEALS A PERSPECTIVE ON LIFE UNEQUALED ANYWHERE ELSE IN THE WORLD . IT IS OUR MISSION TO RELAY THIS VIEW POINT TO THE MASSES

ANTHONY CORREA . ZOO YORK LONG RANGE RECONNAISSANCE AGENT . SEE WHAT WE SEE . HEAR WHAT WE HEAR . WWW.ZOOYORK.COM

ELECTRONICS BOUTIQUE PRESENTS:

- XBOX
- PLAYSTATION 2
- GAMECUBE
- PC GAMES
- DREAMCAST

spread. the. word.

XBOX
PC
GC
PS2
PS1
GBA
DC

YOURWORLD YOURGAMES

EBgames.com

electronics boutique

Over 600 stores nationwide

AOL KEYWORD: EBGAMES

GET YOUR GAMES AT EBGAMES.COM

YOU'VE GOT THE
BANDWIDTH
WE'VE GOT THE
GAMES

Microsoft

MECHCOMMANDER® 2

INFOGRAMES

EUROPA UNIVERSALIS™

EIDOS INTERACTIVE

STARTOPIA™

GODGAMES
Gathering of Developers

TROPICO™

BROADBAND PC GAMES ON DEMAND
VISIT WWW.EB1.COM TODAY
FOR MORE DETAILS

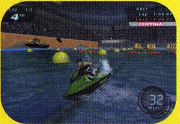
EB1
EB1.COM · GAMES ON DEMAND ·

Microsoft is a registered trademark of Microsoft Corporation in the United States and other countries and is used by EBWorld.com under license from Microsoft Corporation. All other trademarks are the property of their respective owners.

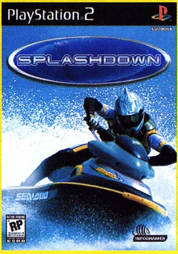
ACTION

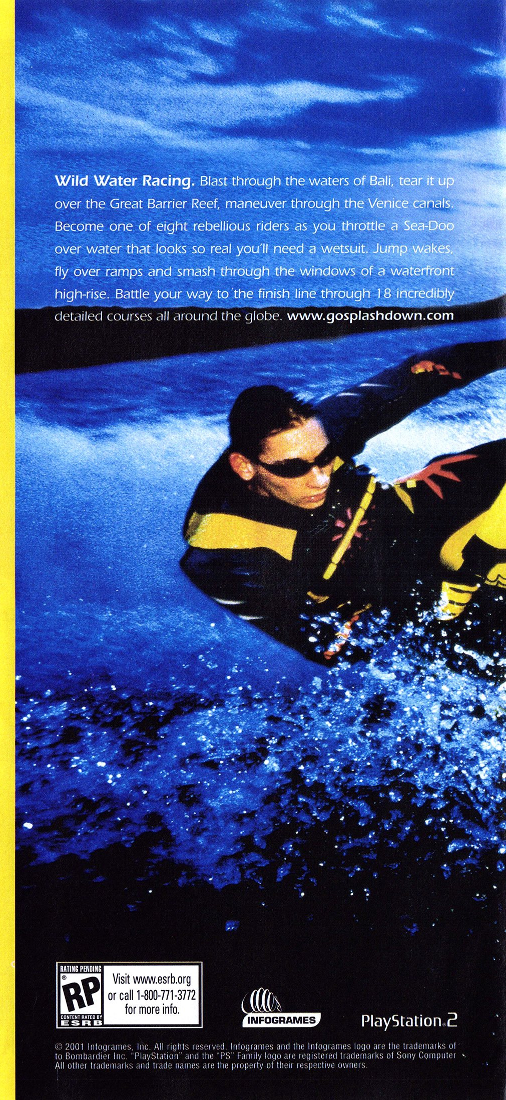
3rd
CERTINA
39
Mph

1st
CERTINA
41
Mph
Handlebar Handstand


4th
CERTINA
32
Mph

1st
CERTINA
Airwalk


PlayStation 2
SPLASHDOWN
SEA-DOO
RP
INFOGRAMES



Wild Water Racing. Blast through the waters of Bali, tear it up over the Great Barrier Reef, maneuver through the Venice canals. Become one of eight rebellious riders as you throttle a Sea-Doo over water that looks so real you'll need a wetsuit. Jump wakes, fly over ramps and smash through the windows of a waterfront high-rise. Battle your way to the finish line through 18 incredibly detailed courses all around the globe. **www.gosplashdown.com**

RATING PENDING
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org
or call 1-800-771-3772
for more info.

INFOGRAMES

PlayStation 2

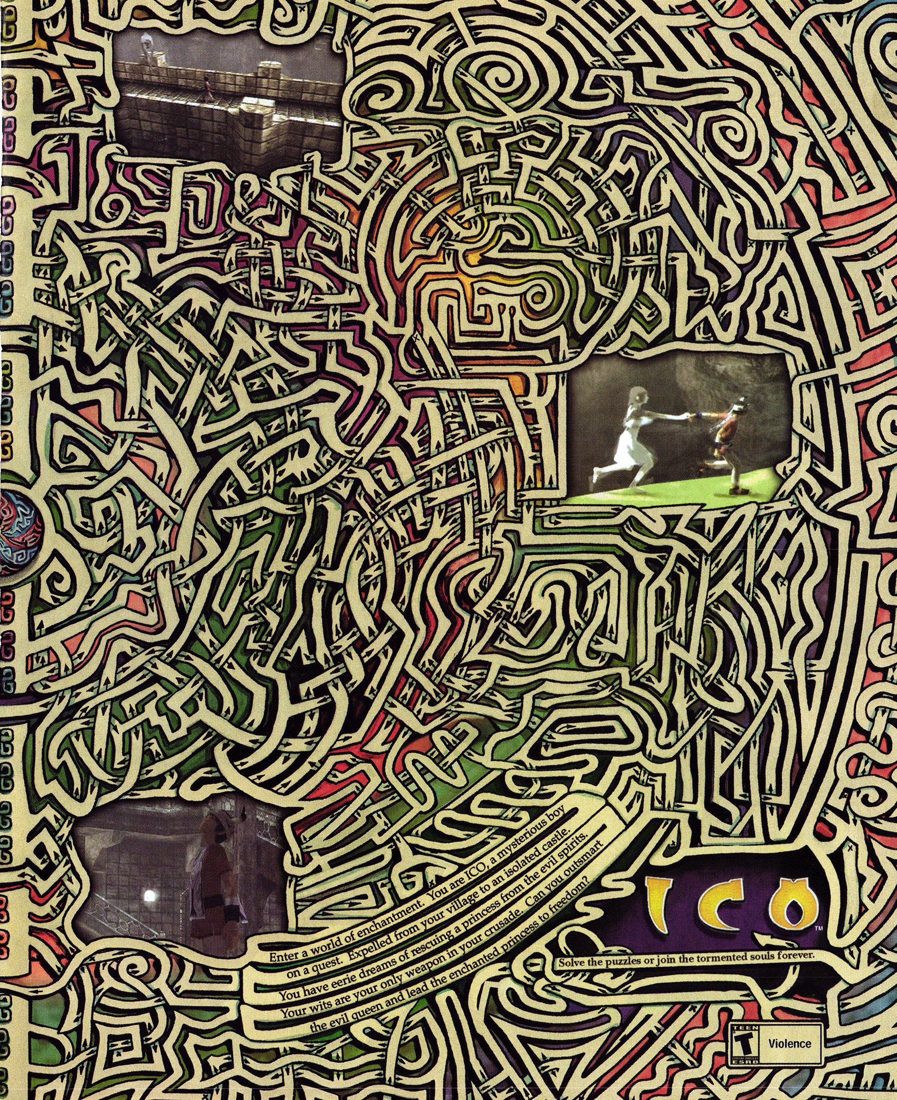
© 2001 Infogrames, Inc. All rights reserved. Infogrames and the Infogrames logo are the trademarks of
to Bombardier Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer
All other trademarks and trade names are the property of their respective owners.

XP
POWERED BY ROTAX MARINE
BOMBARDIER
SEA-DOO
SPLASHDOWN
™

Infogrames Entertainment S.A. SEA-DOO, XP, RX, SPX, LRV, and Rotax are trademarks of Bombardier Inc. or its subsidiaries, used under license to Infogrames, Inc. GTX is a trademark of Castrol Limited, used under license
Entertainment Inc. Licensed by Sony Computer Entertainment America for use with the PlayStation 2 computer entertainment system. The ratings icon is a trademark of the Interactive Digital Software Association.

START
PlayStation 2

ICO is a trademark of Sony Computer Entertainment Inc. © 2001 Sony Computer Entertainment Inc.
"PlayStation" and "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.


ICO™
Solve the puzzles or join the tormented souls forever.
TEEN
T
CONTENT RATED BY ESRB
Violence

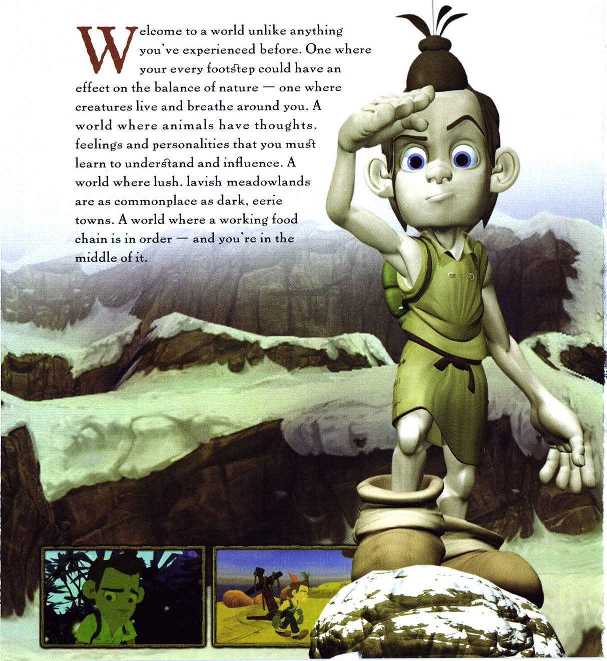
Enter a world of enchantment. You are ICO, a mysterious boy on a quest. Expelled from your village to an isolated castle. You have eerie dreams of rescuing a princess from the evil spirits. Your wits are your only weapon in your crusade. Can you outsmart the evil queen and lead the enchanted princess to freedom?

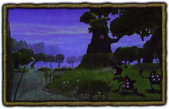
SEGA is registered in the U.S. Patent and Trademark Office. Sega, Sega Sports, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of SEGA. © SEGA CORPORATION, 2001 All Rights Reserved. © 2001 NLFP. Team names and logos are trademarks of the
is a registered trademark of the NFL players. www.nflplayers.com © 2001 PLAYERS INC. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Some game concepts are not yet approved by Sony Computer Entertainment America.

PlayStation®2
HERDY GERDY™
An epic adventure
awaits you...

A New World.

Welcome to a world unlike anything you've experienced before. One where your every footstep could have an effect on the balance of nature — one where creatures live and breathe around you. A world where animals have thoughts, feelings and personalities that you must learn to understand and influence. A world where lush, lavish meadowlands are as commonplace as dark, eerie towns. A world where a working food chain is in order — and you're in the middle of it.



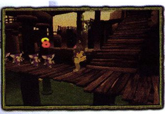


A New Hero.

Never before has a videogame offered such depth and innovation. Herdy Gerdy's marathon adventure features unique gameplay dynamics that are integrated within a vibrant world with its own delicately balanced eco-system and a rather unusual population. Herdy Gerdy's gameplay structure is based upon the reactions of the island's inhabitants to their environment and to one another. These reactions are numerous in their diversity, triggering a series of unpredictable and often amusing events! In order to become victorious, the player must learn exactly what makes each animal tick, what they are afraid of, what they are physically capable of and ultimately how best to contain them in safety.

Gerdy cannot rely solely on his herding skills to manage the local wildlife — on his travels he'll meet characters that may offer advice or even give him herding tools to make his task easier. For example, the flute can be used to charm creatures and lead them in a Pied Piper style dance across the terrain, and the herding stick's tinkling bells draw animals toward it like a magnet. As he journeys across the island, Gerdy will also obtain new items of clothing that in turn bring new abilities such as jumping, swimming, climbing and increased strength to move heavy objects.

It's a complex and compelling world with more variable factors than you can shake a herding stick at. Get ready for some serious animal attraction!



In Stores February 2002

"...an amazing-looking thinking-man's game." OPM

"One of the most beautiful games to ever grace a console... and it's got depth to match its graphics." PSM

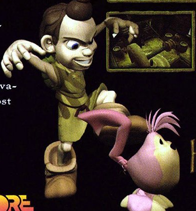
"This non-violent game is brimming with originality and innovation, and showcases some of the most fluid animation ever seen in a video game." PSE 2

"What a gorgeous game this is! Bearing a beautiful pastoral aesthetic bathed in a surreal, fairy-tale fantasy, Herdy Gerdy is a delight to look at." Gamers Republic

"...one of PS2's truly next-generation games." IGN.com

"Every element in the game — from the largest hill to the smallest individual flower — is individually modeled, and the attention to detail is exquisite." GameSpot.com

"...the game is highly innovative; it's also one of the most impressive-looking videogames ever developed...period." PSM



HERDY GERDY

HerdyGerdyGame.com

EIDOS
INTERACTIVE
GAMES WITH CHARACTER

CORE

EVERYONE
E
CONTENT RATED BY
ESRB

Comic Mischief

Herdy Gerdy, Core Design, Core, the Core logo and related characters are all trademarks of Core Design, Ltd. ©2001 Core Design, Limited. Developed by Core Design. Published by Eidos Interactive. Eidos, Eidos Interactive, and the Eidos Interactive logo are all registered trademarks of Eidos Interactive, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. All rights reserved.

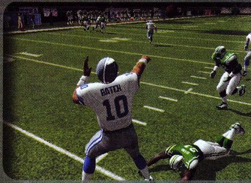
SEGA SPORTS

segasports.com

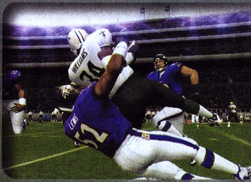
NFL 2K2

Rule 4 Section 3 Article 10

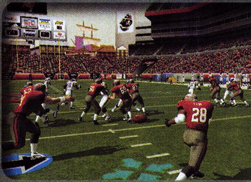
The amount of time between plays is not to exceed 40 seconds.



Pass, hand off, scramble. You want it, this QB can do it.

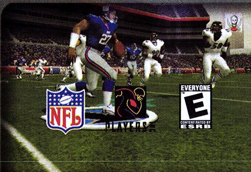


Destroy anything in your path with read and react D.



Unmatched playbook depth and accuracy to rule the gridiron.

Real faces, real emotion, real pain.



PlayStation 2

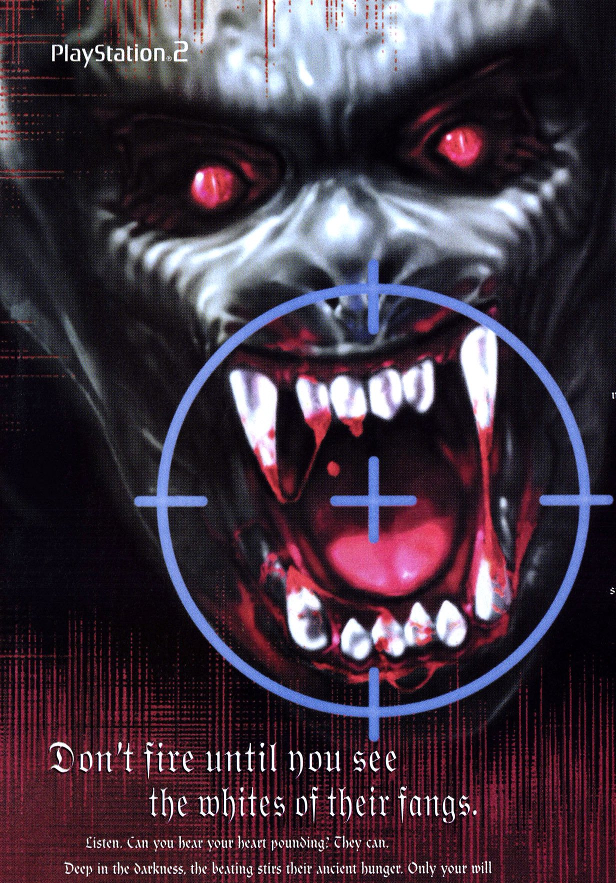
XBOX

Dreamcast

EVERYONE E CONTENT RATED BY ESRB

teams indicated. All other (NFL-related marks) are trademarks of the National Football League and NFL Properties. Officially licensed product of PLAYERS INC. The PLAYERS INC logo
Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

PlayStation®2



Arcade, Training and exclusive Special mode for non-stop action.

Become the ultimate Vampire Hunter with more than 15 wild training stages.

Supports the use of two light guns simultaneously — in two player mode.

The all new Guncon™2 and the original Guncon™. The Vampire Hunters' weapons of choice.

Don't fire until you see the whites of their fangs.

Listen. Can you hear your heart pounding? They can.

Deep in the darkness, the beating stirs their ancient hunger. Only your will to survive and sweaty trigger finger can keep you from their bloodlust.

From ahead. From above. From behind. The beasts shall come.

Vampire Night™

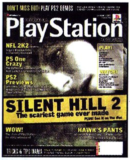
TEEN T CONTENT RATED BY ESRB

Blood Violence

Guncon™ GUNCON2™ namco®

WWW.NAMCO.COM

Vampire Night™ & ©2000, 2001 Namco/Sega/WOW Entertainment. All Rights Reserved. GUNCON™ & ©1996 Namco Ltd., All Rights Reserved. GUNCON™ 2 & ©2000 Namco Ltd., All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertaiment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.



Letter of the month

Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official *OPM* Box of Joy. We pack our Box of Joy with an assortment of nifty goodies from all your favorite software companies.

Frustrated Gamer

Hello, fine gamers at *OPM*. I hope you are all well, for I am not. I consider myself a hardcore gamer. I love obscure titles and old-school gaming. But recently I have been extremely frustrated with the video game society today—so frustrated that I have compiled a list cleverly titled "The 10 Most Frustrating Things About Video Games." Here it is:

10. When a game is so short it lasts all but Quake III's load times.
9. When a crash during an extreme-sports game takes forever to recover from.
8. When a game is so $%!#ing difficult that even unlimited continues can't help.
7. When a game's box art is the only redeeming quality.
6. When conversions from lesser systems are full of glitches and bugs.
5. When people are buying great games only for the demos they come with.
4. When the Army Men series is more popular than Final Fantasy!
3. When only one DDR game is released here.
2. When the GT Force wheel is a "Limited Issue."
1. When two frickin' Spec Ops games are in the Top 10!

Thank you for listening to my ranting. I bid you good day.

EvilAlfie@aol.com

But Isn't the World Flat?

I have found an error in Final Fantasy VII, FFVIII, FFIX and probably a few other games. On the world map, going off the top edge brings you to the bottom, and going off the left side brings you to the right (and vice versa). At some point in each of those three games, the world you're traveling through is shown as a sphere. But that's impossible, given the way the world map is. If you take a piece of paper and make two of the opposite edges meet, then wrap the resulting cylinder around to make the other two edges meet, you would find that the worlds in FFVII–IX are shaped like...donuts. Do you think Squaresoft will ever fix this?

Cotira569@AOL.com

Someone's got *waaaaay* too much time on his hands!

I was very encouraged to see Ico on the cover of your September 2001 issue.

I first learned about this game when I purchased the Summer 2001 Jampack and played the limited level through. I have to say I can't agree more with Joe Rybicki's comment on the game. I have been trying to find out when it will be released, but most magazines don't even list it in any release chart.

This game is about intuition and heart. I've known it was a winner ever since my wife was glued to the TV set while I was playing it. Normally she drifts out of the room when I play video games. Since then she hasn't stopped asking when the game with "the little boy and the lady" will be out.

As a past game artist (and current feature-film CG artist), I am thrilled to see a game that is so thoroughly saturated in art, both visually and emotionally, yet is so simple. Ico's strength is also in the subtle way it handles simple tasks. Yorda doesn't just run to Ico when he holds out his hand and calls. Yorda urgently comes running when Ico gently holds out his hand and somehow helplessly but strongly calls.

One comment about Joe's article, however, is that it wasn't stated anywhere that Yorda is blind. The relationship between them and indeed the whole game become more complete with this fact. They need each other in a protective way. (Perhaps this was a gem you were holding back for our delight!)

Regardless, thanks for having the guts to put Ico on the cover and for putting the game into the hands of prospective players on the November PS2 Demo DVD. I just hope game players out there take the time to let themselves be drawn in.

Wes Burian
wburian@pacbell.net

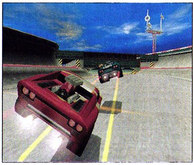
Ico really is a special kind of game, isn't it? You're right that the marketing surrounding Ico has been a bit quiet, but lately the game has been building up some healthy word-of-mouth buzz. As for the theory that Yorda is blind, well, it's just a theory. We didn't mention it in the feature because that thought never crossed our minds. Shortly after the September issue came out, though, this "blind" theory began circulating around the Web. All of us here who've played the game don't really think that theory holds up. But it does point to yet another neat thing about Ico: You can add such a variety of different perspectives and interpretations to the game. So let's hear some of your theories—tell us what you think is *really* going on in Ico. Send your e-mails to opm@ziffdavis.com, and mark the subject line ICO IMPRESSIONS.

How Dare You Give Me A PS2 Disc!

I'm a college student. I have little money to spend. I have a PS one, but no PS2. Now you can see my predicament when I spend so much money on a magazine (which I honestly enjoy) just to get a frisbee to go along with it every other month. I thought this was the *Official U.S. PlayStation Magazine*, not the *Official U.S. PlayStation Magazine and Worthless PS2 Frisbee Every Other Month for Those Who Have Car, Apartment and Tuition Payments and Can't Afford a PS2.* Compromise time: Why don't you guys make two magazines—one for the PS one and another for the PS2? I'm sure you guys would be rollin' in the dough then, and making me...er, other people happy.

FuManChu1138@aol.com

Whoa. You've got a car and an apartment?! Then you're already better off than us poor *OPM* editors! Look, here's the deal: We're a PlayStation mag, meaning we focus on all things PlayStation. Having two separate mags doesn't make sense, since there isn't much PS one material to cover anymore. It may sound harsh, but it's time to face up to the simple fact that developers have severely scaled back their PS one production, leaving only a handful of games for us to cover. That's why we've decided to roll out a PS2 disc *every other* month—so we can be sure to have something for everyone. PS one-only owners can still enjoy our demos in the other half of the year, and can be assured that those six discs will contain the very best of what's left out there.



Ready for More Rumble

I just got done playing NASCAR Rumble for about the millionth time, and I was just thinking: Why haven't I seen a second NASCAR Rumble? I know that a sequel would look great on a PS2, or since I don't have one, how about on the PS one? If you know anything about a second NASCAR Rumble, then please tell me whatever you know.

Mathew Ballard
bigamer24@yahoo.com

Get yourself a PS2 already, then pick up a copy of Rumble Racing. It's basically the sequel to NASCAR Rumble, only without the license. We loved it, awarding it a healthy 4.5 rating in our June issue.

CONTACT OPM

snail mail
PlayStation Magazine
P.O. Box 3338
Oak Brook, IL
60522-3338

e-mail
opm@ziffdavis.com
and check
us out on
www.playstationmagazine.com

fax
If you need to
reach us now
630.382.9010

SAVE $5!
on any* EA SPORTS™ 2002 game for the PlayStation®2 computer entertainment system or PC.

EA SPORTS

TO ORDER: go online to **www.eastore.ea.com** and keyword "CORNNUTS". If you prefer to order by phone, call 1-877-EA GAMES (1-877-324-2637). Please mention savings code **"CORNNUTS"** to qualify for this exclusive savings offer.

*Applicable on games for the PlayStation®2 computer entertainment system and PC only. This offer is exclusive to EA.com and cannot be combined with any other offer. Subject to change without notice. This offer valid in the US and Canada only, and expires on 3/31/02. Shipping and applicable sales tax additional. Offer void where prohibited or restricted.

OFFICIAL RULES

NO PURCHASE NECESSARY. Open only to legal U.S. residents. Game void in Puerto Rico and where prohibited by law. Game starts on or about September 15, 2001 and ends on December 17, 2001. Game pieces may be found printed inside specially marked 1.7 ounce, 4 ounce and 7ounce packages of Cornnuts Original Flavor, Cornnuts Barbecue Flavor, and Cornnuts Ranch Flavor. If you find a winning game piece printed inside a specially marked package, you win the prize indicated thereon, subject to verification. **Non-winning specially marked packages will not contain a game piece/message. ALTERNATE METHOD OF PARTICIPATION. To participate without purchase at the same odds of winning,** handprint your name, complete address, date of birth, and daytime phone number on a postcard and mail to: 'Cornnuts Get In The Game' Game Piece, P.O. Box 5551, Maple Plain, MN 55593-5551. **An independent judging organization will play for you and notify you by mail ONLY if you are a winner.** Requests must be postmarked by December 17, 2001, and received by December 26, 2001. No mechanical reproductions or photocopies of requests will be accepted. One game play by judges per request; one request per outer mailing envelope. **PRIZE CLAIMS. Grand Prize Winner:** Type or print the following information on a 3"x5" card/paper: your name, complete address, date of birth, and day time phone number, then mail the 3"x5" card/paper along with original game piece to: 'Cornnuts Get In The Game' Prize Claims, P.O. Box 27172, Golden Valley, MN 55427-0172. Grand Prize claim must be mailed via certified mail (return receipt requested) and received by December 26, 2001. **First Prize Winners:** Type or print on a 3"x5" card/paper the same information as for a grand prize claim and mail along with original game piece to: 'Cornnuts Get In The Game' Prize Claim, P.O. Box 6606P, Maple Plain, MN 55593-6606. Retain a photocopy of your game piece for your records. All prize claims must be received by December 26, 2001. Upon verification, winners will be notified by mail. **Second Prize Winners:** Redeem coupon at store, subject to restrictions stated thereon. Coupons may not be mailed by winners for redemption. **PRIZES/APPROXIMATE RETAIL VALUE (ARV)/ODDS OF WINNING. Grand:** (1) 3 day/2 night trip for winner and one guest to an Electronic Arts Studio and the opportunity for the winner's likeness to be digitized for use in an EA SPORTS™ video game in January 2002, the actual video game to be determined at the sole discretion of Sponsor. Trip consists of: round-trip coach air transportation for Winner and one (1) guest from the major commercial airport near winner's residence to an Electronic Arts Studio; 3 day /2 night hotel accommodations (one room, double occupancy), $1,000 spending money awarded in the form of a check and three day car rental. The precise date, location and actual time of the event will be verified with winners at a later date. The final Studio destination is to be determined at the sole discretion of Electronic Arts and is contingent on Studio availability and scheduling. Winner and guest must travel in January 2002 as specified by Sponsor. A Saturday night stay is required. (ARV) $5,100. Odds of winning Grand Prize 1:9,338,976. **First Prize:** (1,000) EA SPORTS™ Supercross 2002 video game. (ARV) $49.95 each. Odds of winning a first prize, 1:9,339. **Second Prize:** (100,000) Coupon on inside of package that is redeemable for a free 1.7oz bag of Cornnuts. (ARV) $.70 each. Odds of winning a second prize, 1:94. ARV of all prizes, $125,050. Approximately 9,338,976 specially marked packages will be distributed. Unclaimed prizes will NOT be awarded. Grand Prize winner is solely responsible for all expenses not specifically set forth herein including, but not limited to, meals, gratuities, alcohol and any other incidentals. Prize will be awarded by mail after verification. Car rental component of prize is conditioned on winner and if winner is a minor, the winner's parent or legal guardian, complying with terms and conditions of the rental car company's standard car rental agreement. Winner and guest must travel together on same itinerary. If Grand Prize winner cannot accept or utilize the prize on the dates as specified by the Sponsor, the prize will be forfeited. For Grand Prize, scanning of winner's likeness into an EA SPORTS™ video game is subject to availability including but not limited to production exigencies and production schedule for the EA SPORTS™ video game. Entrant understands and agrees that if he/she is verified as being the Grand Prize winner: (a) that while the Sponsor and Electronic Arts will attempt to scan his/her likeness into the EA SPORTS™ video game, it is possible that despite the efforts of Sponsor and Electronic Arts his/her likeness will NOT be included in the EA SPORTS™ video game; and (b) if his/her likeness IS scanned into an EA SPORTS™ video game, Sponsor, Electronic Arts (or their respective agencies) may alter, edit or modify his/her likeness as Sponsor and or Electronic Arts see fit in the sole discretion of either party and still identify the scanned image as being a representation of the Grand Prize winner, without further notice to (or approval of) him/her; and (c) that if, for any reason, his/her likeness IS NOT scanned into the EA SPORTS™ video game, the various other components of the Grand Prize as set forth above shall constitute Sponsor's sole liability to winner. Grand Prize winner, and if Grand Prize winner is a minor; the parents or legal guardian, will be required to sign an Affidavit of Eligibility, Liability Release, and a Publicity Release (where legal), to be returned within 5 days of receipt of prize notification. If Grand Prize winner is a minor, parent or legal guardian must accompany minor on the trip. Winner's guest must execute a Release of Liability and a Publicity Release (where legal) prior to issuance of travel documents. In the event of noncompliance with these requirements, prize may be forfeited. If prize/prize notification is returned as undeliverable, such prize will be forfeited. If guest of Grand Prize winner is a minor, guest's parent or legal guardian must sign release for guest and guest's parent or legal guardian must accompany guest on prize trip. Prizes are not transferable. No prize substitution or cash equivalent of prize except at sole discretion of Sponsor, for a prize of equal or greater value, due to unavailability of prize for any reason. Winners are solely responsible for any state, local and/or federal taxes on prize. **VERIFICATION.** All game pieces are subject to verification. Game pieces are void and will be rejected if not obtained through authorized, legitimate channels or if any part is illegible, mutilated, altered, counterfeited or tampered with in any way or if materials contain printing, production, typographical, mechanical or any other errors. If through printing or production errors or for any other reason, more game pieces or winning game pieces than indicated in these Official Rules are printed, distributed or redeemed in the first or Grand Prize category, the actual number of winners in such prize category will be selected in a random drawing from among all eligible prize claims received for such prize category. Only the prizes in the quantities set forth in these Official Rules will be available to be won in the Game. Any attempt to defraud Nabisco Inc., or the official judging agency in any way will be prosecuted to the fullest extent of the law, and persons attempting same will be disqualified. **ELIGIBILITY.** Subject to all applicable federal and state laws and regulations. The following categories of persons are not eligible to enter or win: employees of Nabisco, Inc., its advertising and promotion agencies, Gage Marketing Group, Electronic Arts their respective parent companies, affiliates, retailers, subsidiaries, sales representatives and distributors, and their immediate families (parents, children, siblings, spouse) and those living in the same household as such individuals (whether related or not). **CONDITIONS OF PARTICIPATION.** Game is subject to all applicable federal, state and local laws and regulations. By participating, participants agree to abide by and be bound by the Official Rules and all decisions of the judges, which are final and binding in all respects. Submission of game materials including but not limited to prize claims is the sole responsibility of the participant. Sponsor, Sponsor's agencies and Electronic Arts are not responsible for late, lost, misdirected, damaged, illegible, delayed, destroyed, incomplete or postage due mail, requests or prize claims. All game materials submitted become the sole property of the Sponsor and will not be returned. Game pieces and/or prizes may not be assigned or transferred. Unclaimed prizes will not be awarded. **RELEASES. By participating, participants agree to release and hold harmless Nabisco, Inc. (Sponsor), Gage Marketing Group, Electronic Arts, their respective parent companies, affiliates and subsidiaries, and the officers, directors, shareholders, agents and employees of any of the above entities from any and all liability, loss or damage incurred with respect to all aspects of the Game and/or the awarding, receipt, acceptance, possession or use/misuse of any prize. By accepting prize, winner agrees to the Sponsor's use of his/her name, address (city & state), photograph, videotape or likeness (for the Grand Prize winner, including but not limited to the possible scanning of his/her likeness into an EA SPORTS™ video game) for advertising or publicity purposes and to the use of statements made by or attributed to the winner relating to Game or Sponsor, and grants to Sponsor any and all rights to said use, without further compensation or notice, unless prohibited by law. Upon request of Sponsor, winner further agrees to confirm in writing the foregoing release of rights. WINNERS LIST/OFFICIAL RULES.** For the names of Grand and First prize winners, send a self-addressed, stamped envelope by December 26, 2001 to: 'Cornnuts Get In The Game' Winners List, P.O. Box 5558W, Maple Plain, MN 55593-5558. For a copy of the full Official Rules, send a self-addressed, stamped envelope by December 26, 2001 to: 'Cornnuts Get In The Game' Rules Requests, P.O. Box 5558R, Maple Plain, MN 55593-5558. Sponsored by Nabisco Inc., 7 Sylvan Way, Parsippany, New Jersey 07054-0304. EA SPORTS™ and the EA SPORTS™ logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and / or other countries. EA SPORTS™ is an Electronic Arts™ brand. All other trademarks are the property of their respective owners.
© 2001 KF Holdings

QUICK HITS

WHY PICK ON WHO?
OK, who called Dr. Who too stupid for a video game? ("It would take far too many polygons to render something that stupid." October 2001.) I must take issue for two reasons: 1) I am a stout Whovian. 2) No justification was given for the comment.
Tony Pecchia
arp1701199@cs.com

A "stout Whovian"? Does that mean you're a fat guy from Whoville? And don't all Whovians still live in the basement of their parents' house? (To be fair, Tony's letter continued on with an impassioned defense of the British sci-fi show, but we just tuned out after the first few sentences.)

BARBIE PINK
Do you hate Barbie? For the life of me, I just can't remember if you ever reviewed a Barbie game.
Christina Knight
San Antonio, Tex.

We love Barbie—so much so that we put a playable demo of Barbie Explorer on this month's disc. By the way, did you know that "Barbie pink" is trademarked? Really. We stumbled upon that little fact while playing the demo. So, uh, just what the heck is "Barbie pink" anyway?

Gun Con

I was reading the preview for Time Crisis 2 when I came across the picture of the Guncon2. I was amazed at how cool it looked until I actually read the caption, which stated that only the Japanese version will be the sleek-looking black gun. Instead, the U.S. gets a cheesy orange-colored gun, just in case a large black handgun made out of plastic with a cord poking out of the bottom might give today's youth bad ideas. What terrible horrors would be unleashed if a kid brought a lightgun to school one day?
"Elliott D."
ejd0o@crackdealer.com

We're not sure what the problem is here. Yes, the Japanese Guncon2 is more realistic than our orange one, but who cares? How cool do you need to look when you're sitting in your living room, blasting away? Really, now, you're not gonna land yourself a hot girlfriend with *either* version of the Guncon2.

Craving Romance

I am in the Navy, currently forward deployed on the *USS Kitty Hawk* in Yokosuka, Japan. I haven't yet purchased a PS2 for many reasons—one is that I love wargames and the only thing that's piqued my interest so far is Kessen. Recently while I was out in Yokohama with my Japanese girlfriend (it helps when you can't read the game titles!) I saw a new edition of one of my favorite series of games, Romance of the Three Kingdoms 7. I know that these games aren't exactly hot sellers, but I was wondering: Is there any chance that it's going to be released in the States?
Aviation Electrician's Mate Third Class Petty Officer (cool, huh?) Scott Hogan
AEAAHOGAN@kitty-hawk.navy.mil

A bit of an offbeat request, but who are we to refuse an Aviation Electrician's Mate (*hang on...gotta catch our breath*) Third Class Petty Officer? So here's the scoop: According to our source at Koei, Romance 7 is indeed headed to the States sometime in February or March next year. It'll only be on the PS2, so it looks like you're gonna have to finally buy one.

QUESTION OF THE MOMENT

This month you told us whether it bothers you that so many of this holiday's big releases are M-rated games. Next month, we want to know which major holiday release you'd buy (along with your reasons why) if you could only buy *one* game. E-mail us at OPM@ziffdavis.com. Mark your notes HOLIDAY.

NO! It doesn't bother me at all that a lot of games are coming out with a Mature rating. I am 29 years old, and I say there should be more of them: bloodier, sexier, more provocative and eventually maybe even actually mature! I haven't even seen ONE game yet that had actual "mature" content. (Why is shooting the head off a zombie called "mature" anyway?)

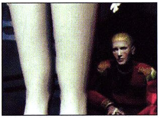
I love horror games, bleeding corpses, severed limbs and ripped-out eyes. I don't mind spilled guts, fried brains and NO—I do not work for the postal service. I'm actually in customer service, and being able to snipe a guy from a mile away or whack him on the back of his head helps me to keep my sanity.
Henning Thiel
henning@optonline.net

I don't like the fact that the biggest releases are rated Mature, because it doesn't give the younger players a whole lot of choices. Also, if you think about it, the less gory a game is, the more people can buy it, so that gives the game developers more money.
Ashley Holmes
nsyncgirl2002@webtv.net

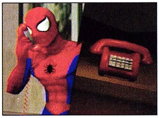
I think it's great that the fall lineup consists of many mature games. I'm tired of Nintendo-style marketing. The gaming community needs more things like GTA and such.
Sartori@istal.com

Screen Caption Contest

Every month we run a pic, and it's your job to come up with a witty caption. E-mail your captions to **OPM@ziffdavis.com** and mark the subject **CAPTION CONTEST**. The new picture, from Spider-Man 2, should be easy enough.



WINNER!
Poor little Timmy will never again ask where babies come from.
the_handicapped_hero@yahoo.com



CAPTION THIS
Think of something that'll spin a sticky web of humor and you could be a winner.

GET DIGITIZED INTO AN EA SPORTS™ VIDEO GAME!

EA SPORTS™

SUPERCROSS

EA SPORTS
11
11

CORN NUTS®

YOU COULD

WIN INSTANTLY!

YOU COULD
WIN INSTANTLY!
GET DIGITIZED
INTO AN EA SPORTS™ VIDEO GAME!
EA SPORTS
SUPERCROSS
CORN NUTS
FLAVOR

Corn Gone **Wrong**™

GRAND PRIZE:

Fly to an Electronic Arts™ studio and have your image appear in the game.

1,000 FIRST PRIZES: An EA SPORTS™ 2002 Supercross video game.

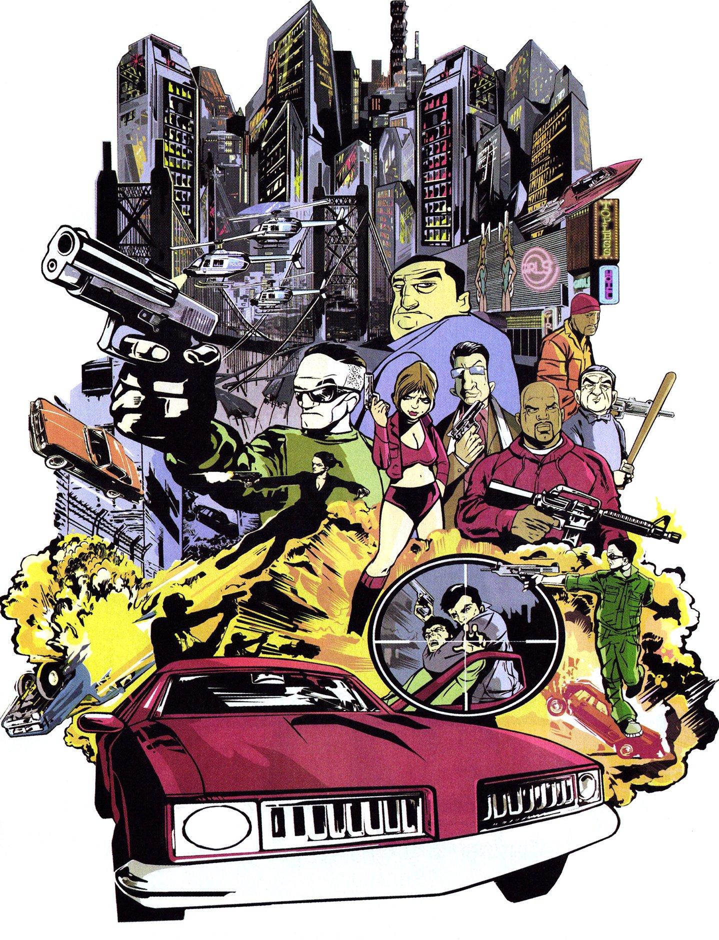
Look for specially-marked packages for your chance to win!

www.cornnuts.com

www.easports.com

©2001 KF Holdings

EA SPORTS™ and the EA SPORTS™ logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries.



RATING PENDING

RP

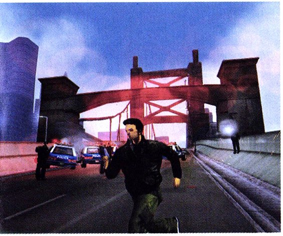
CONTENT RATED BY ESRB

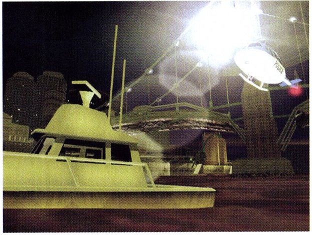
Visit www.esrb.org
or call 1-800-771-3772
for more info.

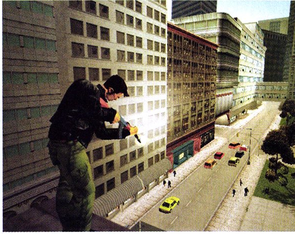
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. DMA design and the DMA Design logo are trademarks of Take-Two Interactive Software Inc. Rockstar Games and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc. ©2001. All rights reserved.

Note: Rockstar will be following IDSA guidelines for M rated games in the marketing of this game. This game contains violent language and behavior and may not be appopriate for persons under the age of 17. It is a comic interpretation of gangster activity and the story, names and incidents portrayed herein are fictitious. No identification or similarity to actual persons, living or dead, or to actual events is intended or should be inferred. Any resemblance is coincidental. The makers and publishers of this videogame do not in any way endorse, condone or encourage this kind of behavior.

PlayStation 2







ROCKSTAR PRESENTS
A DMA GAME

GRAND THEFT AUTO III

"ONE OF PLAYSTATION®2'S MUST HAVE GAMES OF THIS YEAR" - PSE2

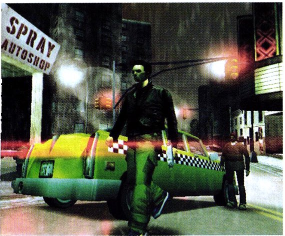
"FRANKLY THERE AREN'T ANY OTHER TITLES LIKE IT OUT THERE. EVEN IF THERE WERE, I HAVE A FEELING THEY COULDN'T EVEN BEGIN TO COMPETE" - PSM

"GRAND THEFT AUTO 3 EXPANDS THE VERY IDEA OF WHAT A GAME HAS TRADITIONALLY BEEN" - IGN.COM

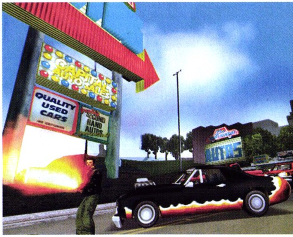
COMING OCTOBER 2001

WWW.ROCKSTARGAMES.COM/GRANDTHEFTAUTO3

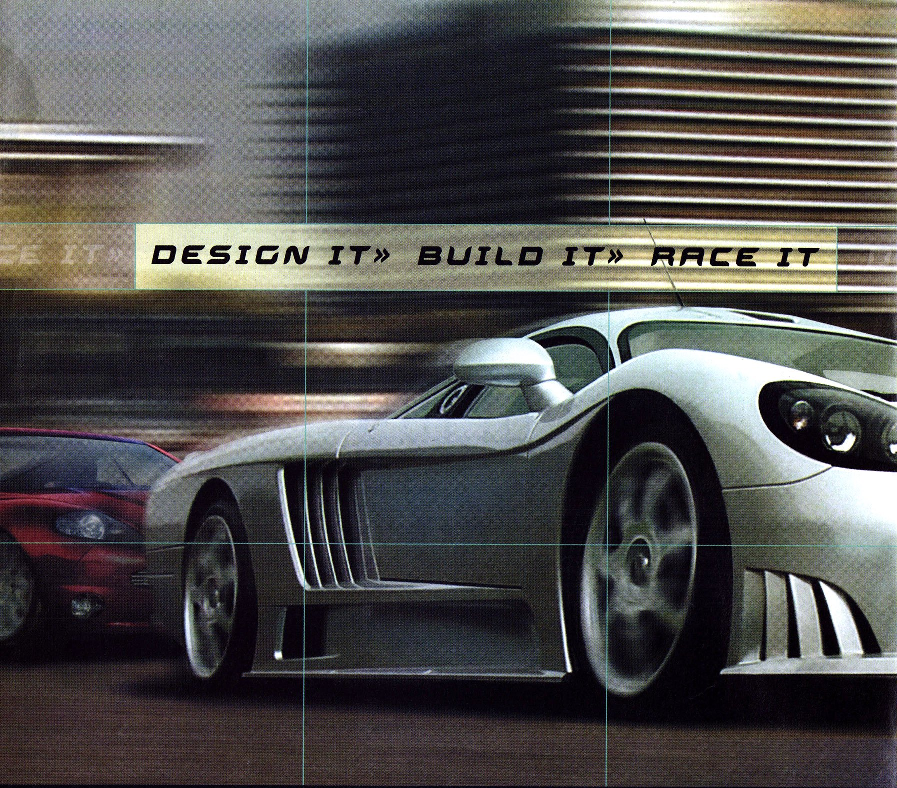
DMA
DMA DESIGN LIMITED



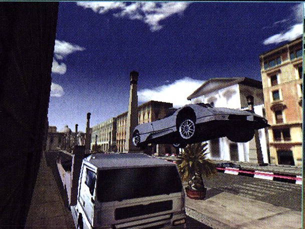
SPRAY
AUTOSHOP

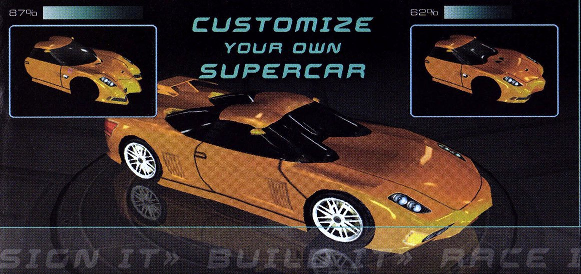


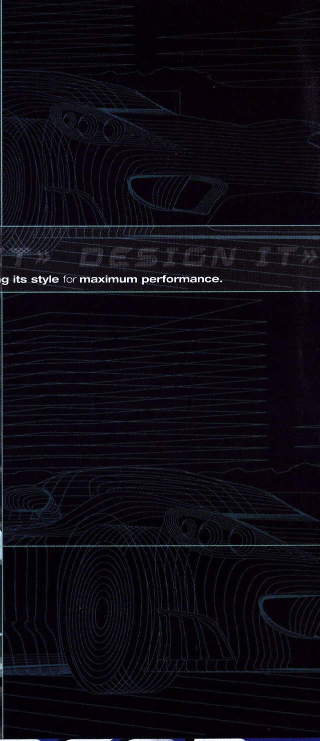
CAPITAL AUTO SALES
QUALITY USED CARS
SECOND HAND AUTOS
AUTOS



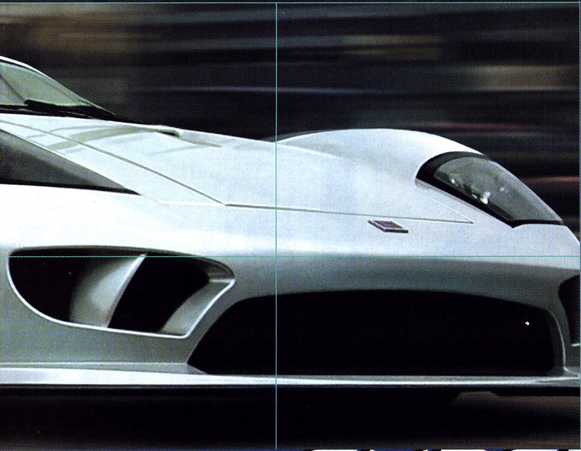
- »--- **Burn rubber** in **9 elite vehicles** from the **world's premier car manufacturers** or **design, build, and race a supercar** of your own creation.
- »--- **Go for victory** in **full-throttle, single-player** and **two-player**, head-to-head racing, featuring **in-car** and **multiple-angle chase perspectives.**
- »--- **Race the streets** in **23 interactive courses**, all with **alternate routes** and **shortcuts**, in **7 cities**, from London to Los Angeles and Rome.




87%
62%
CUSTOMIZE YOUR OWN SUPERCAR
SIGN IT» BUILD IT» RACE IT» DESIGN IT»



»--- Build a **dream machine** in the **Steve Saleen™ Styling Studio,** choosing its **features** and **morphing its style** for **maximum performance.**



SUPERCAR
STREET CHALLENGE™

- Saleen™ S7™
- Lotus™ Concept Vehicle M220™
- Callaway™ C12™
- Fioravanti™ F100™
- Zonda™ C12-S™
- Vision Industries™ CTEK K/2™
- Bertone™ Pickster™
- Rinspeed™ E-Go Rocket™
- Pontiac® Concept GTO™

EVERYONE
E
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for more info.

EXAKT entertainment

PC CD ROM

GM OFFICIAL LICENSED PRODUCT

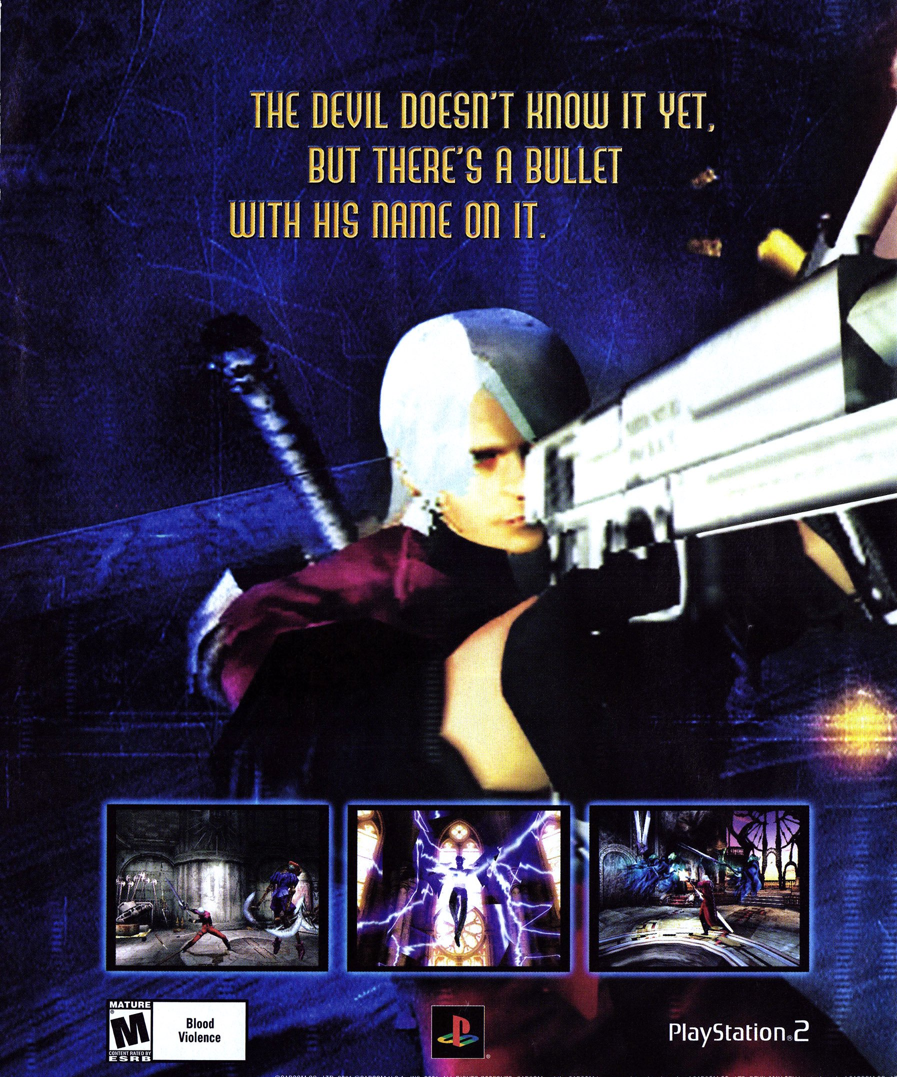
PlayStation®2

LOTUS

ACTIVISION.

activision.com

© 2001 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and Supercar Street Challenge is a trademark of Activision, Inc. and its affiliates. All rights reserved. Approved and Licensed Product of Group Lotus plc. The Pontiac Concept GTO and the GM Official Licensed Product logo are General Motors trademarks used under license to Activision, Inc. The Saleen S7 and the Saleen logos are trademarks of Saleen Inc. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.


THE DEVIL DOESN'T KNOW IT YET,
BUT THERE'S A BULLET
WITH HIS NAME ON IT.
MATURE
M
CONTENT RATED BY
ESRB
Blood
Violence
PlayStation 2

©CAPCOM CO., LTD. 2001 ©CAPCOM U.S.A., INC. 2001. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. DEVIL MAY CRY is a trademark of CAPCOM CO., LT

EONS AGO, IN THE DARKEST REACHES OF HELL, A DEMON SWORDSMAN NAMED SPARDA WAGED A ONE-MAN WAR TO SAVE THE HUMAN WORLD FROM DAMNATION. 2000 YEARS LATER, A SHADOWY FIGURE NAMED DANTE FINDS CLUES THAT THE DEVIL WILL RISE UP AGAIN. SOMEWHERE BETWEEN A MAN AND A DEMON LIES OUR ONLY HOPE FOR SALVATION.

Devil May Cry

FROM THE CREATORS OF "RESIDENT EVIL"

DEVILMAYCRY.COM

DEALS · STORE · GEAR · CAPCOM EDGE · NEWSLETTER · NEW RELEASES · ART · PREVIEWS · GAMES
CAPCOM.COM

CAPCOM

PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

INSIDE SPIN

56
Soul Calibur 2
Screens and first info on the sequel to one of the best fighting games ever.

60
Gettin' Tricky With It
The celebs have lined up to provide their vocal talent for SSX Tricky.

62
Football Fever
We break down the best and worst of this season's pigskin games.

64
Dissecting Dante
An inside look at the new King of Cool, Devil May Cry's Dante.

68
Online Hawk
We met up with Neversoft to play Tony Hawk's Pro Skater 3 online.

72
PS Year One
The first in a six-part series chronicling the history of the PlayStation

76
Redefining "Exclusive"
Worried that you're gonna miss out on some big games? Think again...

82
Media Roundup
DVD reviews, movie news, book reviews and more!

opm presents

The Top

movers, shakers and video game makers

hideo kojima

shinji mikami

50

Ken Kutaragi. A name that was virtually unknown six years ago. *Twisted Metal.* Another name that no one at that time had ever heard of. But today these names, along with those of plenty of other games and game creators, are commonplace. In the past 50 issues of this magazine, the PlayStation has introduced us to a new whole generation of video games and the stars who create them. To commemorate this, *OPM* has come up with a showcase of PlayStation's most important games and faces—50 must-own PS one titles and 50 of the people who make all these games possible. In selecting which people to highlight, we've looked not only at the folks who've helped define the PlayStation in the past, but also the people who will help shape the games of tomorrow. And while there are no doubt plenty of others deserving recognition who didn't make the cut, we're pretty confident in our selection of 50 names that you, as a PlayStation gamer, should be aware of.

tony hawk

ken kutaragi

kazunori yamauchi

kaz hirai

Discovery Lies Within.

- Control your hero's destiny with limitless skill combinations.

Ubi Soft
ENTERTAINMENT
www.ubisoft.com

PlayStation 2

STORMFRONT
STUDIOS

73
Block
Dragon's Teeth
Punch
Orb of Healing
1002
1500
1500
1500
1427
1500

- Explore epic landscapes in a seamless fantasy realm.

- Play with a friend– 2 players can control multiple party members.

Take on the role of Jarik, a young warrior who must embark on a quest to unravel the mystery behind his shattered realm. Gather your heroes and adventure in the vast and dangerous world of Chandar. But beware of the discovery that lies within.

The Legend of Alon D'ar

TEEN
T
CONTENT RATED BY ESRB
Violence

© 2001 Ubi Soft Entertainment, Inc. All Rights Reserved. UbiSoft Entertainment and the Ubi Soft logo are registered trademarks and The Legend of Alon D'ar is a trademark of Ubi Soft, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and copyrights are the property of their respective holders.

OPM'S TOP 50 PS ONE GAMES

Fifty games. Sounds like a lot, doesn't it? We thought so too—until we actually took on the daunting task of naming our 50 must-play PS one games to commemorate our 50th issue. Loud arguments ensued. Tough cuts were made. But what you see here and over the next few pages represents, in alphabetical order (talk about arguments!), the 50 games that we at *OPM* suggest hold a permanent spot in your PS one library. We've even thrown in a few that predate our magazine's October 1997 debut. So, theoretically, Bubsy 3D could be on this list. But it's not. 'Cause it's Bubsy 3D. Anyway, here you have it.

Ace Combat 2
None of the Ace games are terribly realistic, but for action-packed flight combat they're hard to top. This masterpiece features a unique way to adjust the difficulty: You can hire a wingman to help you out if things get too hairy. Sure, Ace 3 has better graphics, and sure, there might be a little more variety in the missions. But the laughable challenge level in Ace 3 makes it hard to recommend it over its older brother.

Ape Escape
Don't be put off by this game's cute, cartoony graphics and decidedly kiddie story; underneath all that is one of the most addictive 3D platformers you'll find on the PS one. Thanks to the innovative control, which takes full advantage of both of the Dual Shock's analog sticks, Ape Escape is an experience unlike any other. Oh yeah, and did we mention that your objective is to catch monkeys? If that doesn't scream fun, then what does?

ape escape

ace combat 2

THE TOP FIFTY

movers, shakers and video game makers

MINORU ARAKAWA

What's his job?
He's the president of Nintendo of America.

Nintendo? Buh!?
He was the first person to tell Ken Kutaragi that the Nintendo/PlayStation project had been cancelled—thus changing the nature of the video game market forever.

What's he up to now?
Preparing the launch of the GameCube.

Bet he feels silly now
The reason that Nintendo pulled the plug on their deal with Sony was because they wanted to work with Philips on the CD/I format.

BRUNO BONNELL

Very powerful Frenchman
Chairman and CEO of Infogrames.

World domination. Bwahahah!
With a stream of choice acquisitions over the past few years, including the immortal Atari, Infogrames is fast becoming the "other" big publisher behind EA.

What's he doing tomorrow?
Most likely buying up more choice companies.

T-shirts, too?
Bruno intends to bring back the Atari brand in a big way. In fact, he's stated that certain future Infogrames titles such as Stuntman will be released under the Atari brand.

SCOTT CAMPBELL

He's your ice cream man
President of Incog Inc.

Why should I care?
Scott and his team at Incog Inc. completely salvaged the Twisted Metal franchise.

Is he doing another one?
Two, actually. Twisted Metal: Black Online and Twisted Metal: Small Brawl.

JOHN CARMACK

Heard of him?
He's the co-founder, owner and lead programmer at id Software, creators of Wolfenstein 3D, Doom, Quake, and basically the entire first-person shooter genre.

Why should I care?
He's been just as influential to the PlayStation market as the PC market, with the Doom games, Quake II and Quake III all hitting PS one or PS2.

What's he doing next?
Quake IV has just been announced, alongside another top-secret, as-yet-unnamed project. How do you announce a top-secret, unnamed project? Very carefully.

Did you know?
Half of the founding members of id split after the first Quake was released to found Ion Storm. That same company is also responsible for Deus Ex, due on PS2 in November.

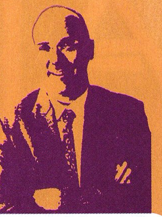
MARK CERNY

Heard of him?
President of Cerny Games.

What's he done?
A veteran game creator, Cerny has worked hand in hand with Sony and Naughty Dog on all of the Crash Bandicoot and Spyro games.

What now?
His next two titles are Jak & Daxter and the secret PS2 title from Insomniac, the guys who brought you Spyro.

Sonic's marbles
Cerny was the creator of the classic game Marble Madness. Not only that, but he also helped work on the original title in the Sonic The Hedgehog series for Sega.


BONNELL

DAVID DOAK

Who is he?
President of Free Radical.

He's British, isn't he?
Yes. David and his team are widely regarded as the finest developers of four-player split-screen shoot-'em-ups. Before starting up Free Radical, this crew masterminded GoldenEye for Nintendo.

More shooters?
David and the rest of Free Radical are hard at work on TimeSplitters 2 and one other future shooter title.

Not good enough?
Free Radical originally turned down the Eidos offer to make TimeSplitters a PS2 launch game because they didn't think it'd be possible to come up with a good game that quickly.

MARTIN EDMONDSON

Never heard of him?
The boss of Reflections Interactive.

Who?
Reflections produced the Destruction Derby games when the PlayStation originally launched, and went on to wow us all with Driver.

Ah. What's next, Driver 3?
Stuntman is up next, and looking incredible. The

THE ACTION IS REAL BUT THE ACTORS ARE NOT.

Experience the cutting-edge in ultra-realistic computer animation!

SPECIAL EDITION
FINAL FANTASY
THE SPIRITS WITHIN
UNLEASH A NEW REALITY
"TWO BIG THUMBS UP!"
– EBERT & ROEPER AND THE MOVIES
DVD VIDEO

A new reality in DVD loaded with never-before-seen special features:

- Interactive Documentary
- Alternate Opening Sequence
- Joke Outtakes
- Film Deconstruction
- Commentaries
- Final Fantasy Thriller Music Video
- And Much, Much More!

Special 2 Disc Set!

From the creators of the Final Fantasy video game franchise.

Be sure to log on to www.cthe.com beginning October 23rd for an exciting, **prize-filled Final Fantasy Sweepstakes!***

*No purchase necessary. See www.cthe.com on or about 10/23/01 for complete rules and regulations. Entries must be received by 11:59:59 PM(PT) on 12/27/01. Void in Florida and where prohibited.

RENT THE VHS & DVD VIDEO
OWN THE SPECIAL EDITION DVD VIDEO!
AVAILABLE ON OCTOBER 23

Now Available At

BEST BUY
BestBuy.com™

SUNCOAST™
Where You Buy Movies
SUNCOAST.com

MEDIA PLAY
Your Entertainment Superstore

Radisson
CAPE CANAVERAL
Radisson Resort at the Port

FLA USA
VISIT FLORIDA

KENNEDY SPACE CENTER™
VISITOR COMPLEX

US AIRWAYS

SKECHERS

Columbia Pictures and Square Pictures Present FINAL FANTASY: THE SPIRITS WITHIN

SQUARE PICTURES

COLUMBIA PICTURES

PG 13 PARENTS STRONGLY CAUTIONED
Sci-Fi Action Violence
For additional rating information, go to www.filmratings.com

CC

DOLBY DIGITAL

www.cthe.com
©2001 Layout and Design Columbia Tri Star Home Entertainment. All rights reserved.

COLUMBIA TRISTAR HOME ENTERTAINMENT

The Top Fifty movers, shakers and video game makers

inevitable Driver 3 is also in the works, yes.

A bit like Grand Theft Auto 3?
Driver 3 will no doubt be compared with Grand Theft Auto 3 because of thematic similarities. Were you aware, though, that Edmondson used to work at DMA Design (on an Amiga game called Ballistix) a long time before they ever produced GTA?

Tokuro Fujiwara

Who is he?
President of Whoopee Camp and Deep Space.

Why should I care?
Fujiwara's Whoopee Camp studio was responsible for the incredibly cool Tomba! games for the PS one. And his recently established Deep Space studio (part-owned by Sony) created the PS2 survival-horror game Extermination.

What's he doing next?
Both of Fujiwara's studios are currently working on projects for PS2. And don't be surprised if everyone's favorite pink-haired jungle boy makes a comeback.

Did you know?
Fujiwara used to work at Capcom, and had a hand in developing a good portion of the company's hits. Resident Evil, and even Ghosts and Goblins wouldn't be what they are today had he not been involved.

Bill Gates

Bill who?
President of Microsoft, richest man in the world.

Nope, still not heard of him
Microsoft is ready for war. They want what Sony has and are going to do whatever it takes to get it—dominance in the video game market. The Xbox is said to be Microsoft's biggest consumer launch of all time.

What's he doing tonight?
Keeping a very keen eye on the launch of his Xbox platform.

Bing Gordon

Who's he, then?
Executive VP and chief creative officer, Electronic Arts.

Electronic what?
Duh. EA is a multibillion-dollar company, and the biggest games publisher in the world.

What's he doing next?
Watch for a big push into online games and plenty more PS2 titles.

Did you know?
Bing was one of the first employees of EA, way back in 1982, along with 3DO boss Trip Hawkins. The company was originally called "Amazin' Software" before eventually switching to the familiar Electronic Arts.

Teiyu Gotoh

Who?
Art director, Sony Corporate Design Center.

Why should I care?
The man responsible for the look of the PlayStation and for the design of the all-conquering Dual Shock.

What else does he do?
Works on all manner of Sony digital entertainment product. If it looks cool, chances are Gotoh has a hand in it.

Did you know?
Folks at Sony and game developers originally rejected his design for the PlayStation controller because it was too "extraordinary."

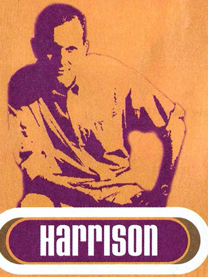


photo originally taken by Jay Blakesburg

Phil Harrison

Who?
Senior VP of development, Sony Computer Entertainment Europe.

Remember him?
He used to be the chief evangelist of the PlayStation in the U.S. and was also the chief third-party software guy, so that means he helped developers push the system and make the games as great as they could be.

What now?
Now that he's the head of development at Sony Computer Entertainment Europe, he's in charge of the studios producing The Getaway, Dropship and WipeOut Fusion.

Gaming Goth?
He used to be a big Sisters of Mercy fan.

Tony Hawk

Tony who?
The most well-known skateboarder ever. And arguably the best. The guy who did the 900.

Oh, him. Why is he here?
Not only is he featured on the game with his name: Tony Hawk's Pro

OPM's Top 50 PS one Games

Bushido Blade
A fighting game unlike any other, Square's classic does away with such staple fighting game features as combos and life bars, replacing them with skill-based moves like one-hit kills. A truly new experience, Bushido Blade also allows players to fight on different landscapes in a single battle. The game's first-person fighting mode is also a blast.

Castlevania: Symphony of the Night
2D action-adventure gaming at its finest, no question about it. Featuring a massive quest filled with RPG elements, mind-blowing 2D backgrounds, fantastic character artwork, an astounding soundtrack and some of the best Castlevania gameplay ever seen, SOTN is a PS one classic that can't be missed.

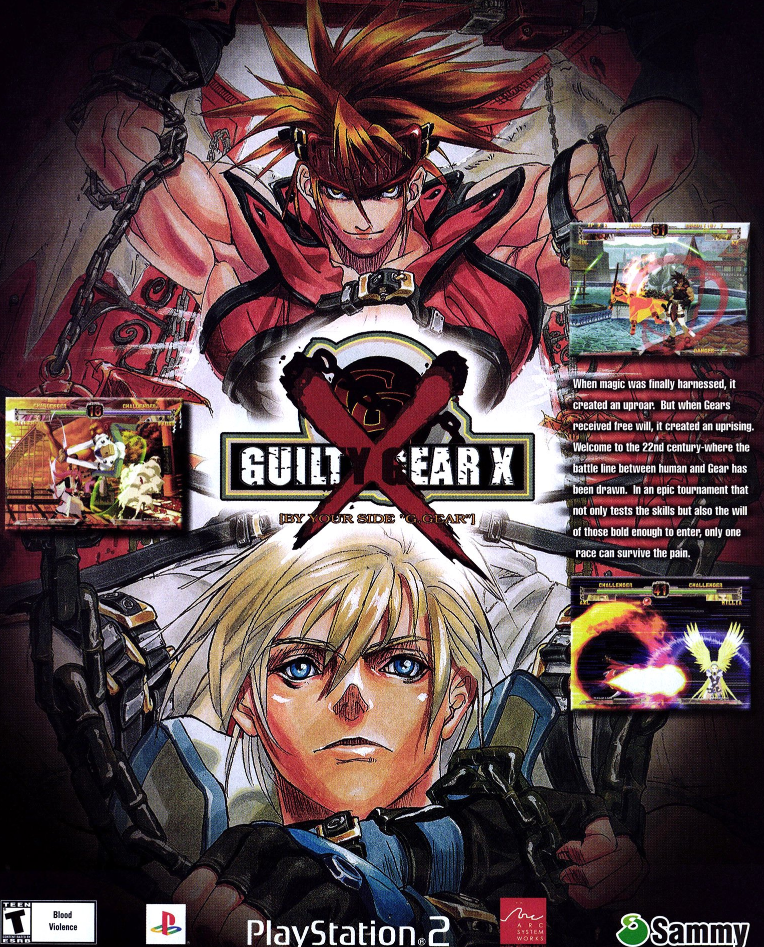
Chrono Cross
The pseudo-sequel to the popular Chrono Trigger, Cross features some of the most colorful and vibrant visuals on the PS one, a brilliant story, an astounding musical score from Yasunori Mitsuda and 40 different playable characters throughout its quest. Another masterpiece from Square, and one of the best RPGs of all time.

Cool Boarders 2
Ever wonder what prompted the Great Snowboarding Rush of 1998? Here's your answer. The original Cool Boarders was an entertaining sleeper, but it's the greater variety of Cool Boarders 2 that solidified the sport as a viable game genre. Later sequels would improve on different areas of the formula, but few PS one games have been able to reproduce this total package of great track design and insane speed.

Crash Bandicoot: Warped
If ever a game made people think of Crash Bandicoot as Sony's mascot character (which, for the record, he never actually was—just ask

chrono cross
castlevania: sotn
crash bandicoot
Serge
Razzly

IT'S NOT WHAT THE FUTURE HOLDS, BUT WHAT IT LETS GO.


GUILTY GEAR X
[BY YOUR SIDE "G.GEAR"]
CHALLENGER
CHALLENGER
CHALLENGER
CHALLENGER
DANGER
TEEN
T
CONTENT RATED BY ESRB
Blood
Violence
PlayStation®2
ARC SYSTEM WORKS
www.arcsy.co.jp
Sammy

When magic was finally harnessed, it created an uproar. But when Gears received free will, it created an uprising. Welcome to the 22nd century-where the battle line between human and Gear has been drawn. In an epic tournament that not only tests the skills but also the will of those bold enough to enter, only one race can survive the pain.

1998-2001 ARC SYSTEM WORKS Co.,Ltd. ©Sammy 2000,2001 Published by Sammy Entertainment, Inc. Exclusively distributed by Majesco Sales, Inc.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

The Top Fifty

movers, shakers and video game makers

HAWK

Skater, but he's been a valuable asset to the game's brilliance. He plays the game, gives advice to the designers at Neversoft, and once THPS3 is online, expect to find him cruising around the lobbies looking to outskate you.

What else does he do?
Skateboarding. And pitching in on THPS4, if we're lucky.

He must be old now, right?
Having now skated for over 20 years, Tony began his career at the age of nine. So no. Not really.

David Hayter

Didn't he write the *X-Men* movie?
Yes. He's also the voice of Solid Snake in the Metal Gear Solid games.

Does he talk like that?
It takes a heroic voice like Hayter's to make Snake a true bad-ass. That, and a lot of cigarettes. Voice acting in games is generally questionable, but Hayter's Snake is topnotch.

Any more movies or games?
Aside from MGS2, Hayter has already turned in a draft of a movie version of *The Incredible Hulk*, which will likely be revised before Ang Lee directs the film, due in 2003. He's also working with Tom DeSanto on the script for *X-Men 2*, which we'll hopefully see by the end of next year.

Such a hero
Heroism is in Hayter's blood. In addition to Snake, he also voiced Captain America in the Spider-Man cartoons of the '90s.

Amy Hennig

Who is she?
Longtime lead on the Legacy of Kain games and director of Soul Reaver 2.

Quite cool then, huh?
The first Soul Reaver was one of the most visually stunning and technologically impressive games for the PS one, and the entire series has continued to break new ground in areas of storytelling and supporting talent.

What's next for Amy?
Our guess is taking a long-overdue vacation. Staffing woes and project complexity are rumored to have caused SR2 to go far over budget and long past schedule. Nevertheless, Amy has not ruled out further games set in the world of Nosgoth.

Grouchy Goth
The top-flight talent roster Amy has signed up for the Kain games includes the voice of Grouchy Smurf, the director of *Mad About You* and the singer from new-wave band Information Society.

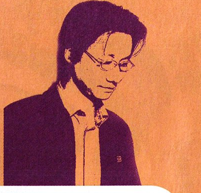


photo originally taken by Shuji Kobayashi

KOJIMA

Kaz Hirai

He's quite important
Because he's the president of SCEA.

And that means?
He's the man in charge of the PlayStation in the U.S. That makes him a pretty important dude.

What's he doing next?
Continuing to evangelize the whole "computer entertainment" thing, and assuring that the PS one and PS2 fend off the competition this holiday season.

Sam Houser

Who is he?
Creative director and president of Rockstar Games.

Rockstar?
He's one of the minds behind the masterpiece better known as Grand Theft Auto 3. He was also part of the brain trust that created Smuggler's Run, Midnight Club and the entire GTA series.

Games for adults
Along with Rockstar partner-in-

OPM's Top 50 PS one Games

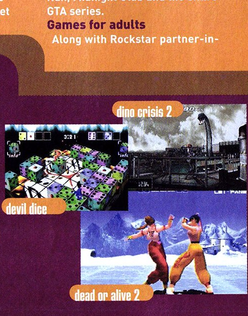
Universal), it was Warped. As, some would argue, the best 2.5D platformer ever released, it featured all the essentials—collectible fruit, crate bashing, colorful enemies to jump on, etc.—and presented them in a way that we all couldn't get enough of.

CTR: Crash Team Racing
Naughty Dog's CTR took cart racing to new heights with its brilliant track design, spot-on control and innovative turbo system. Even the graphics are impressive—we're still in awe of the utter lack of pop-up, draw-in, fogging or any other glitches. It's an utter blast, either solo or with three other friends.

Dead or Alive
Featuring a style of gameplay that falls somewhere between Virtua Fighter and Tekken, Dead or Alive is a great 3D brawler from the wizards at Team Ninja. Not only is the action fast, but the game engine is technically quite proficient on the PS one. And like the rest of the DOA series, the original game also has its fair share of voluptuous babes that like to, er, bounce.

Devil Dice
Devil Dice's one-player mode doesn't quite match its multiplayer for depth and replay value. The higher levels of the mind-boggling puzzle mode can prove frustrating even to the most gifted puzzle solvers, but the more simple multiplayer mode allows up to four players to compete in a fast-paced contest.

Dino Crisis 2
Regina's return to PS one offered a style of gameplay totally different than the original Dino Crisis. Whereas the original emphasized frugality with resources and running away, the sequel was entirely action-packed, encouraging you to blow away any raptor or pterodactyl that appears before you—meaning, on just about every screen.



crime Terry Donovan, both will continue to push the gaming industry envelope with film-quality titles that laugh in the face of convention. Forget games-as-toys—Rockstar is making games for an adult audience.

Official! Games get you laid
Sam met his current beau at a bar. How'd it go down? He approached, sat down, said he made video games. She asked if he'd ever heard of Grand Theft Auto, that she'd been having trouble beating a particular part. His response: "Yeah, I've heard of it. I made it."

Akihiro Imamura

What does he do?
He's the producer of Silent Hill 2.

Creepy guy then, huh?
This is a man who understands how to make a video game scare you. The first Silent Hill sold half a million copies, and the sequel is incredible.

Will he do another one?
There are already rumors of Silent Hill 3 in the works, but it's a closely guarded secret.

Get a different ending
You can apparently affect the outcome of Silent Hill 2 by the number of times you examine both the photograph and the bloody knife in the inventory screen.

Keiji Inafune

How do you pronounce that?
Kai Jee Ee Na Foo Nee. The Producer for Onimusha: Warlords—and he created Mega Man.

Why should I care?
Onimusha was the first game in Japan to sell a million copies—and it didn't do so badly out West, either. Meanwhile, Mega Man remains a big cash cow for Capcom, with Mega Man X6 due in November.

Smell a sequel?
Can you say Onimusha 2? No? Weird.

Mega Man vs. Mario
Though known for his action titles, Inafune's true start with games began with Enix's Dragon Quest RPGs. He joined Capcom shortly after to create Mega Man, who was inspired by robot cartoons (and the desire to compete directly with Super Mario Bros.).

Victor Ireland

Who is he?
President of Working Designs.

So?
The company has continued to bring over lots of Japan's finest niche titles, like Silhouette Mirage, Silpheed and the Lunar series. Ireland is also known for being vocal about the success of the PS2.

Anything on the way?
Working Designs states that it will release a PS2 game early next year, although there's no word yet on what it will be. There's also a very good chance Working Designs will be bringing over Lunar 3 for the PS2 at some point.

Tomonubu Itagaki

Who is he?
Head of Tecmo's Team Ninja.

Why should I care?
Having created the Dead or Alive series, Team Ninja is widely regarded as one of the best fighting game developers around. And Itagaki has been an integral component of their success.

Xbox "exclusive," huh?
He and his team are hard at work on Dead or Alive 3 for the Xbox and PS2. They've also been hard at work on the next-generation Ninja Gaiden, likely to hit PS2 at some point.

Tomb Ninja Gaiden Raider
Itagaki and Team Ninja are big fans of the Tomb Raider series. They hope to use some aspects of Tomb Raider as inspiration for Ninja Gaiden.

Joel Jewett

Never heard of him?
He's the president of Neversoft.

Why should I care?
Without Joel Jewett and the superstars of Neversoft, you wouldn't have wasted away the last two years of your life playing Tony Hawk's Pro Skater and its brilliant sequel.

What's he doing next?
The third installment of THPS, this time on PS2. This time online. Also overseeing the Spider-Man series as it webs its way over to next-generation platforms with Spider-Man: The Movie on PS2.

Bruce Willis Pro Skater
The engine that Neversoft used for the Tony Hawk games was originally created for the Bruce Willis shooter Apocalypse. It was also used in Spider-Man.

Hideo Kojima

You must have heard of him
He's Mr. Metal Gear Solid.

Why should I care?
C'mon! He's the man responsible for Metal Gear Solid! So he's probably one of the best known and most respected game developers in the world.

No more Metal Gear?
Metal Gear Solid 2 is rumored to be his last game involving Solid Snake. We hear his next game is something that deals with family relationships.

Frankie Goes to Hollywood
Kojima's favorite music is British new wave from the '70s and '80s. That might help explain Snake's questionable hairstyle.

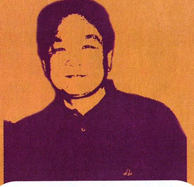
Ken Kutaragi

Who's your daddy?
He's the "father of the PlayStation."

Why should I care?
Well, he did a pretty neat job of inventing the PlayStation, and then an even neater job of inventing the PlayStation 2.

What's he doing next?
Bet you can't guess. How about... PlayStation 3.

He does other things too
Aside from being your personal hero



kutaragi

einhänder
final fantasy tactics
driver

Driver
As you might imagine, this game's all about driving. But, wait—there's much more here. As an undercover cop, it's your job to infiltrate the local crime ring, serving as the wheelman for any number of nefarious adventures. A topnotch driving engine and levels based on real-world locations made both Driver and Driver 2 surefire hits. But glitches and an unbalanced difficulty level in the sequel make the original a more solid buy.

Einhänder
Bristling with style, Square's space shooter is a classic in the genre. The gameplay is fast and furious, and the background graphics look stunning even today. Even the music (anyone who's played the game will remember the first stage's orchestral chords and throbbing techno beat) is a treat.

FIFA 2001
EA's footie game shocked soccer fans last year by actually being better than all previous soccer efforts on the system. Previously Konami's ISS series had ruled the roost, but FIFA's awesome graphics, great controls and ample array of options ensured that it became the pick for fans of the fastest growing sport in the world.

Final Fantasy VII
With a bold cinematic approach, FFVII single-handedly changed the way we think of RPGs, finally making it "cool" to play them. The story and translation were problematic, and the graphics were significantly upgraded in the next two editions—but FFVII still stands the test of time thanks to its memorable characters and engrossing gameplay. What's more, FFVII boasts one of the most-talked-about scenes ever: the heart-wrenching death of Aeris.

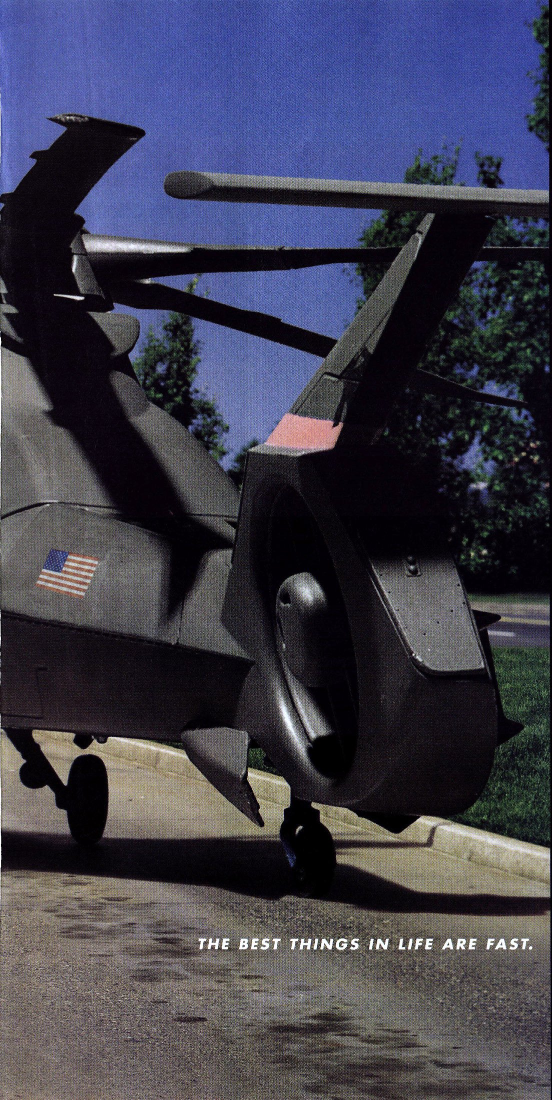
Final Fantasy VIII
Square took their flagship franchise in an even more cinematic

Burger Express
Burger Express

TEEN
T
CONTENT RATED BY
ESRB
Blood Violence

EIDOS INTERACTIVE
GAMES WITH CHARACTER

Developed by Core Design. Thunderstrike: Operation Phoenix is a trademark of Core Design, Ltd. Core Design, Core, the Core logo and related characters are all trademarks of Core Design, Ltd. ©2001 Core Design, Ltd. Eidos, Eidos Interactive, and the Eidos Interactive logo are all registered trademarks of Eidos Interactive, Inc. ©2001 Eidos Interactive, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

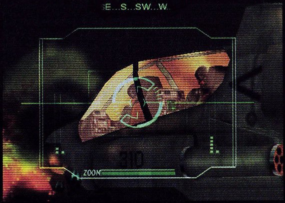


THE BEST THINGS IN LIFE ARE FAST.

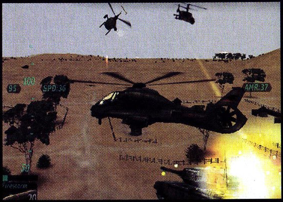
PlayStation®2

50
SPD 0
Firestorm
39

Piloting the most advanced gunship ever created, you are the only chance the Free World has for peace.


E...S...SW...W
310
ZOOM

With an arsenal of lethal weaponry, crush hostile air and ground forces in terrorist hotspots throughout the world.


100
95
SPD 36
AMR 37
Firestorm
20

Customize your chopper with Sniper Scopes, Hell-Fire Missiles, Heat Bombs, Chain Guns, and other weapons of destruction.

THUNDER STRIKE

OPERATION PHOENIX™

FUN. FAST. FURIOUS.

www.thunderstrikegame.com

THE TOP FIFTY movers, shakers and video game makers

direction with FFVIII, packing the game with stunning FMV, well-developed characters, and a touching story that revolves around the theme of love. But if you're thinking that Square might have forgot about the gameplay, think again: FFVIII also introduced the remarkably deep Junction system, allowing you to fully customize your characters for battle and beyond.

Final Fantasy IX
Our favorite PS one Final Fantasy, FFIX took everything that was right about the series' old-school predecessors and added a host of improvements, rolling out one polished package. Square stepped away from the futuristic sci-fi themes of the prior two games, to deliver a captivating, whimsical and enchanting fantasy experience.

Final Fantasy Tactics
We're not exaggerating when we say this may be the deepest game ever. Seriously. You can spend a good hundred hours immersed in this strategy/RPG and still not have unlocked every character skill or discovered every job combination. Even the story is deep (at times inaccessibly so). And we can't forget that Tactics boasts one of the finest music scores on the PS one.

Front Mission 3
It's like Final Fantasy Tactics, but with robots! Front Mission 3's strategic turn-based battles allow you to target specific areas of opponents' mechs, adding some serious depth to this fabulous-looking RPG. The game is dripping with mech-tastic details that'll thrill fans of fighting robots.

Gran Turismo 2
Arguably one of the finest driving games of all time on any system, with only its sequel on PS2 managing to elicit the same kind of response from gamers the world over. Gorgeous visuals, fabulous tracks, incredible driving dynamics, and a car list that covers just about everything you'd ever want to try your hand at driving (and many you wouldn't) accumulate as qualities that set GT2 in a league of its own. You can buy it cheap, too, so there's no excuse not to own it.

Hot Shots Golf
Though some fans are sure to disagree, the original Hot Shots Golf is our pick for the best golf game on the PS one. Not only is the basic engine surprisingly realistic, but the game also includes a fully fleshed-out minigolf mode and great multiplayer options, like the ability to razz your opponents with sighs or shouts of "Come on!" by hitting different buttons.

Klonoa
For pure, stripped-down gameplay at its finest, you can't do better than the original Klonoa. It never achieved mass-market success, thanks in part to its quirky mascot character and distinctly Japanese feel, but this 3D platformer-on-rails remains one of the biggest cult classics on the system.

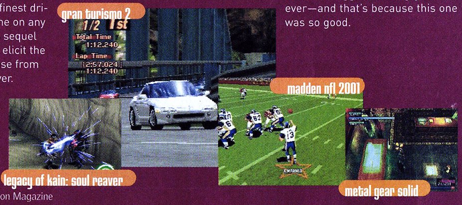
Legacy of Kain: Soul Reaver
Crystal Dynamics took the 3D-action adventure genre, previously dominated by the Tomb Raider series, and turned it on its ear. Even now Soul Reaver stands head and shoulders above other similar games thanks to an involving and compelling storyline, a cast of dynamic characters and visuals that are still probably the very best you'll ever see on the PS one.

Madden NFL 2001
Capturing the essence of football is as unlikely as converting a Hail Mary pass. But it can be done. Last year the makers of the PS one's best football series proved it was possible. The attention to detail was exact, the franchise mode led to endless replayability, and the AI toppled anything seen in the past. It's the best football game we've ever played.

final fantasy VII
front mission
final fantasy VIII
Cloud
Cait Sith
Barret
Attack
Sense
Magic
Summon
Item

Medal of Honor: Underground
The first Medal of Honor broke new ground by offering up lots of historical accurateness and a Hollywood-style presentation new to the first-person shooting game. The sequel went on to perfect these elements and quickly became one of our favorites on the PS one. The wonderful visual and aural stylings make it a first-rate experience.

Metal Gear Solid
More so than most other games on this list, Metal Gear Solid is one of the most significant releases the PS one has ever seen. It tells its story with such conviction, with such detail and with such incredible production values, that the proclamation of it being one of the "greatest games of all time" by fans doesn't seem too farfetched. There's a reason the sequel is anticipated to be the biggest-selling game ever—and that's because this one was so good.


gran turismo 2
legacy of kain: soul reaver
madden nfl 2001
metal gear solid

for his services to gaming, you can also thank him for the LCD projection TV and the dancing lights on your stereo system.

DAVID LAU-KEE

What does he do?
He's the president of Criterion Software.
Criteri-what?
Criterion's CodeWarrior and RenderWare middleware tools are used to create a lot of the games you play. Tony Hawk's Pro Skater 3, MX 2002 and even this month's cover game Grand Theft Auto 3 would not have been possible without Criterion's tools.
Does he do games too?
With a recently established software division, expect to see Criterion moving fast into the world of game development. The company's first title is Burnout, the new PS2 racing game published by Acclaim.

SEN. JOE LIEBERMAN

But he's that guy, right?
Democratic Senator for Connecticut. Candidate for Vice President in 2000.
Don't we hate him?
Nah. He's a leading voice in the fight to limit and regulate violence in the media, including video games. He's been a driving force for labeling content and enforcing those ratings. Some see his efforts as an important and necessary step for the video game industry, while others worry about the possibility of censorship.
More meddling?
With a solid ratings system firmly in place, Lieberman is now focusing on the marketing of games, hoping to limit the targeted advertising of mature content to children.
Did you know?
Like many advocates of restraint in the games industry, Sen.

Lieberman was spurred into action when he learned that a colleague's 9-year-old son wanted to buy Mortal Kombat.

Doug Lowenstein

Who is he?
President of the Interactive Digital Software Association (IDSA).

What's that?
The IDSA owns the E3 trade show—that's the fun part. But most important, the IDSA is responsible for the ESRB ratings system for video games, and is the main lobbying voice for the games industry. Basically, Lowenstein is your man in Washington.

What's he doing next?
What isn't he doing? Testifying in Congress, speaking to the press, developing strategies to fight software piracy and protect online gamers. This guy's a busy man!

Masato Maegawa

Rhymes with Tomato
President of Treasure.

Treasure is cool, right?
Treasure is a developer that has continually come up with very innovative games that are not only overflowing with imagination but also stretch the bounds of technology.

What now?
Maegawa is overseeing Treasure's next batch of PS2 games: a sequel to Radiant Silvergun called Project Ikaruga and the multiplayer Tiny Toons party game for Conspiracy.

Fine pedigree
Many of the employees of Treasure came from Konami and worked on the Castlevania and Contra series.

Yasumi Matsuno

Who is he?
The director of Final Fantasy Tactics and Vagrant Story.

Ah! Tactics. Heard of that?
Tactics is one of the finest strategy/RPGs ever made. Vagrant Story stands out as a bold experiment in storytelling, style and gameplay.

What's he doing now?
Directing Final Fantasy XII. And if his history is any indication, we can expect a radically different play style along with a dark storyline and atmosphere.

Big ogre
Matsuno helped create the cult classics Ogre Battle and Tactics Ogre before leaving Quest to join Square.

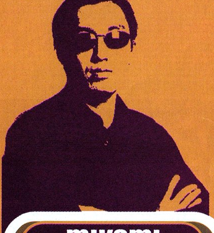
Masaya Matsuura

Who?
The mastermind behind the music and gameplay of PaRappa the Rapper.

What's the big deal?
He's one of the most original, creative thinkers in this industry. At a time when developers are pushing the technological and graphical envelopes, Matsuura remains committed to focusing on simple gameplay that will appeal to a wide range of players.

What's he working on now?
PaRappa the Rapper 2, and probably other unique titles from his NanaOn-Sha studio.

Best game you'll never see
He also created Vib-Ribbon, possibly the greatest game that'll never be released here.



MIKAMI

Shinji Mikami

Who is he?
Producer of Resident Evil and Dino Crisis series, and Devil May Cry.

It's all his fault!
No other single person has received more credit for popularizing the survival-horror genre.

What's he doing next?
He's already hard at work on the next batch of survival-horror games, including Dino Crisis 3 and Resident Evil 4. Oh yeah, and don't be surprised if you see Dante making a return in a year or so from now.

Goofy guy
It's easy to see how Mikami's urge to create something for a more mature audience came about—his early titles included Super NES games like Aladdin and Goof Troop.

Yasunori Mitsuda

Who is he?
Freelance composer.

A musician?
Mitsuda has composed the brilliant musical backgrounds for such Square games as Chrono Trigger, Chrono Cross, Tobal and Xenogears.

What does he do now?
Mitsuda is working on scores for a variety of games, including Tsunagai for Atlus and Xenosaga for Namco. Since he still has ties with Square, don't be surprised if he scores the next installment in the Chrono series.

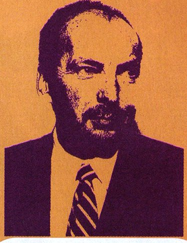
I quit!
Although hired on as a composer, Mitsuda was only allowed to handle sound programming at Square. Fed up with the situation, he e-mailed Square VP Hironobu Sakaguchi saying that if he couldn't do any music, he would quit. Impressed by his spunk, Sakaguchi gave him the opportunity to score Chrono Trigger.

Tetsuya Mizuguchi

What does he do, then?
Head of Sega's United Game Artists division.

So what?
Mizuguchi and his studio are credited with giving gaming a fresh face, like Space Channel 5.

Are we getting more?
In addition to a new Space Channel 5 game for the PS2, Mizuguchi and his team are hard at work on a new music-based shooter for the PS2 called Rez.



MOORE

Thank him for Sega Rally
Before creating his own game studio at Sega, Mizuguchi was the co-creator of the hit Sega Rally series.

Peter Moore

What does he do?
He's the president of Sega of America.

Why is he here?
Sega is going to be one of the major players when it comes to games for PS2. Thought their Dreamcast stuff was good? Wait 'til you see Virtua Fighter 4 on PS2.

What's next?
Readying an aggressive assault against EA Sports with an onslaught of games, spearheaded by the Madden-busting NFL 2K2.

Sneaker peddler
Before working at Sega, Peter was an exec at Reebok, responsible for marketing communications for the shoemaker's global soccer and rugby divisions.

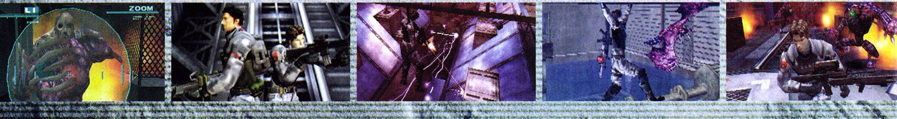
Masaya Nakamura

He's important because?
He's the chairman and founder of Namco.

Why should I care?
As the principle decision maker for Namco, Nakamura (Namco is actually an acronym for Nakamura's Manufacturing Company) has played a great hand in the success of the PlayStation. Were it not for his company's hit titles like Tekken and Ridge Racer, both the PS one and PS2 wouldn't be in the positions they are today.

photos this page originally taken by Shuji Kobayashi

PlayStation®2



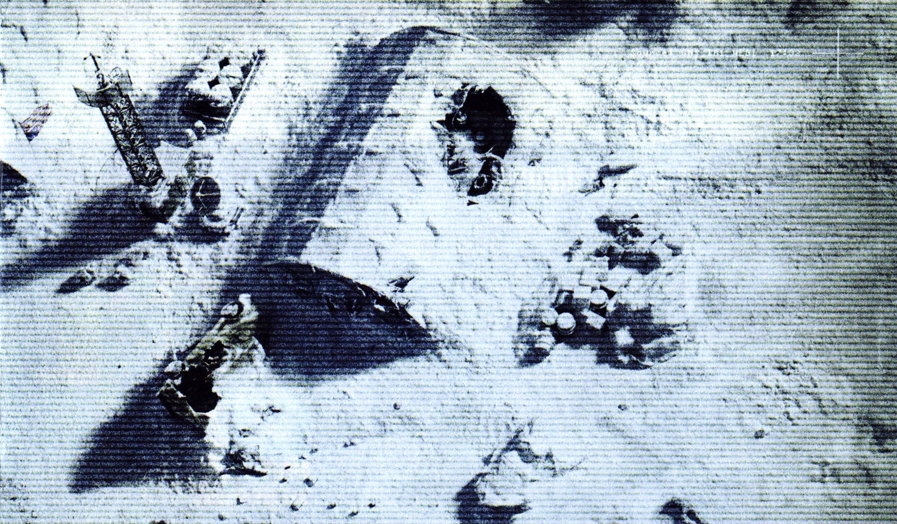
MATURE
M
CONTENT RATED BY
ESRB

Blood
Violence

DEEP SPACE

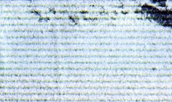
www.scea.com

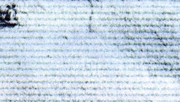
Extermination is a trademark of Sony Computer Entertainment Inc. © 2001 Sony Computer Entertainment Inc. © 2001 Deep Space Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



7 MILES ABOVE ANTARCTICA, A WEATHER SATELLITE SENDS BACK AN IMAGE.

Your special forces reconnaissance unit is ordered to investigate a distress signal. You arrive and discover a virus has violently mutated every living and non-living thing in its path. The mission objectives are clear: rescue survivors, secure the area and destroy the virus. If you can.





EXTERMINATION

OPM's top 50 PS one games

Mr. Driller
As the star of his eponymous Namco game, Mr. Driller's overall charm and dedication to eradicating evil colored blocks immediately earned our respect. The action borrows from classic games and, at the same time, makes you think in a way unlike any other game. It's a little Tetris, a little Boulder Dash, a little Mr. Do!, a little Super Mario Bros. 2. And a lot of fun!

NHL FaceOff 2001
In the wild hunt for a hockey game that mimics the fun and replayability of Sega Genesis' NHL '95, no puck action came closer to replicating the feel of that classic like 989's FaceOff. It's easily the smoothest PS one hockey experience and it was the first to truly tackle realistic puck physics like deflections and tip-ins.

Oddworld: Abe's Exoddus
If only developer Oddworld Inhabitants didn't, er, sell out to the devil and abandon the PS2 platform for the Xbox, we'd be giddy with anticipation right now for the sequel, Munch's Oddysee. But even that bitter pill won't stop us from loving Abe and his unique puzzle/platformer. The GameSpeak feature alone is reason enough to play this one.

PaRappa the Rapper
The music game that basically kicked it all off. Starring a rapping dog named PaRappa, this interactive cartoon tells the story of his quest to get the girl. Armed with the motto "I gotta believe!" and some of the hippest rapping skills around, PaRappa will win over anyone with his hipster looks and smooth style.

Parasite Eve II
Leave it to Square to find a way to combine survival-horror and RPG elements into a gripping adventure. A solid story, some nicely diverse locations, a selection of superb firepower and a cast of delightfully wicked enemies (most notably the creepy, mechanical Golems) make PE2 an excellent realization of the experiment that was started with the original.

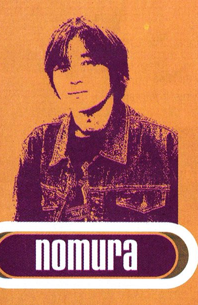
R4: Ridge Racer Type 4
R4 took the classic arcade driving experience of the Ridge Racer series and gave it a kick in the pants. It provides a thrilling racing experience and throws in a career mode so involving and compelling that it makes this almost like a "driving RPG." It may not be for everyone, but once you master the controls, start drifting your way around the tracks and win one of the many fantasy cars, it's a real thrill.

mr. driller
DEPTH
140
1000
TIME
RECORD
oddworld
U rappin' GOOD
SCORE 279
Money money money
parappa the rappa

The Top Fifty movers, shakers and video game makers

What's he up to now?
Also serving as executive producer on many of Namco's larger games, Nakamura is currently overseeing the next batch of Namco games for the PS2: Tekken 4, Soul Calibur 2, and Ridge Racer 6.

Tight?
Even though Pac-Man is likely the most popular video game of all time, folklore states that Nakamura only awarded the engineer responsible $3,500 for his efforts. Disgusted, the engineer took the money and quit.


nomura

tetsuya nomura

Who?
The character designer for Final Fantasy VII, FFVIII and FFX. Also the lead artist and character designer for the Bouncer, and has contributed design work to numerous other Square projects.

Like his stuff?
His moody, dark, technology-suffused approach to Final Fantasy marked a sharp turn away from the whimsical, fantastical worlds created by that other Final Fantasy designer, renowned anime artist Yoshitaka Amano. While hardcore FF fanboys are sharply polarized as to which designer they like better, it's quite clear that Nomura's realistic style was better suited to introduce role-playing games to the masses.

Square does Disney?
Kingdom Hearts, Square's Disney RPG, features Donald, Goofy, Dumbo and lots of other popular characters, along with some new chaps who, through this game, will be introduced into the Disney universe. Nomura is both director and character designer on this project.

He likes big red lion things
Nomura's favorite Final Fantasy is FFVII and fave character is Red XIII.

YOSHIKI OKAMOTO

Remember his name
Producer at Capcom, president of Flagship.

What did he do?
As one of the creators of Street Fighter II, Okamoto deserves a good amount of respect. He's also had a hand in producing the Resident Evil, Dino Crisis and Breath of Fire games. In 1998 he started up a company called Flagship to work on scenarios for games like Devil May Cry.

More horror?
It's pretty safe to assume the next batch of survival-horror games will feature scenarios from his group.

Naughty boy
Okamoto's first job was at Konami, where he created the game Time Pilot, a jet shooter for arcades. Interestingly, this was not the game he was supposed to make—Okamoto's boss was adamant that he make a driving game. While secretly working on his jet shooter, he gave his boss daily updates on his progress with the non-existent driving game.

ted price

Who?
The president of Insomniac Games.

Cutesy dragonypoos
Insomniac is the team that brought you all three Spyro games for PS one, and are regarded as one of the most technically proficient developers for the system.

Raccoons are stunning
Insomniac is rumored to be working on a PS2 game, code-named "Raccoon." Insiders tell us that it's absolutely "stunning." We can't wait to see it.

Resident Evil 2

While the original Resident Evil showed us what Capcom meant by the term "survival horror," the sequel takes things to another level. In addition to better graphics, improved story, and the same basic look-out-for-the-zombies gameplay, the two-disc set almost served as two games in one: You had the option to play either as Claire Redfield or Leon Kennedy the first time, and your actions during the game (whether you picked up an item or not, etc.) affected the events your second time through as the other character.

RPG Maker

On the surface this game may not look like much, but looks can be deceiving. Beneath the dated graphics lurks an astoundingly powerful game-creation tool. It takes a great deal of patience to really tap RPG Maker's potential, but if you're willing to invest a few weeks...or months... the results are well worth the effort.

Silent Hill

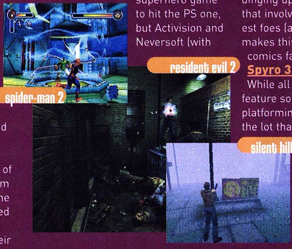
Though first perceived by many as a Resident Evil knockoff, those who played Silent Hill quickly came to realize it was much more. Whereas Capcom's survival-horror series features more of a jump-out-atcha scare, Konami's entry takes a much more psychological turn, as you never really stop feeling creeped out. Have you ever been so terrified by a phone ring?!

Sled Storm

While it didn't receive a great deal of fanfare upon its release, Sled Storm turned out to be a superb racer. The excellent handling is complemented by remarkably realistic course design, allowing players to find their own shortcuts on immense mountain tracks. The wonderfully sharp graphics are nothing to sneeze at, either.

Spider-Man

It took far too long for a decent superhero game to hit the PS one, but Activision and Neversoft (with its reliable Apocalypse/Tony Hawk's Pro Skater engine) delivered big time last year. Spider-Man throws the wall-crawler into a full 3D environment ideal for slinging, swinging and dinging up bad guys. A great story that involves many of Spidey's toughest foes (and several allies, as well) makes this one a must for any comics fan.



Spyro 3: Year of the Dragon

While all three of the Spyro games feature some of the highest quality 3D platforming action, YoTD is the best of the lot thanks to its abundance of addictive minigames and its range of playable characters. Although Spyro offers up fun for the whole family, don't be fooled by that cutesy purple dragon—this ain't just a kiddie game.

Yo quiero Spyro The Dragon?
In the first game, the voice of Spyro was performed by Carlos Alazraqui, who was also the voice of the chihuahua in the Taco Bell ads.

Jason Rubin

Heard of him?
He's the president and co-founder of Naughty Dog.

What's he big for?
Two words: *Crash. Bandicoot.* The man knows a good game when he sees one, and has probably helped Sony sell a lot of PlayStations.

What's he doing next?
The incredible-looking Jak & Daxter: The Precursor Legacy, which should be out in time for the holidays.

Did you know?
Technically, the first Naughty Dog game (then called Jam Software), Ski Crazed for the Apple II, was programmed by Rubin in just a weekend. Baudville, the publisher of the game, paid $250 for it. There are still 25 copies of the game in Rubin's parents' garage

Hironobu Sakaguchi

Heard of him?
He's the creator and now director of the Final Fantasy games as well as the movie *The Spirits Within.*

Quite influential then, huh?
This flagship franchise is widely credited for playing a major role in the success of the PlayStation platforms. When Square announced it was bringing Final Fantasy to the PlayStation, plenty of gamers who were on the fence at that time regarding which next-gen system to buy made the final decision to flock to Sony's side.

And for his next trick...
Working on FFXI, the first online Final Fantasy and the killer app to launch Square's PlayOnline network.

Spending millions wisely
Although *The Spirits Within* was a big-time box-office flop, Sakaguchi used a sizable portion of the reported $140 million investment in the movie to create a $45 million computer graphics studio in Honolulu.

Barry Schuler

Barry who?
The CEO of AOL.

So?
AOL will be the easiest way to get your PS2 online this holiday season. It's not the only way, but as the biggest Internet Service Provider (ISP) in the world, it's a significant partner for Sony and the PS2.

What's he doing next?
Helping suck all elements of the AOL Time Warner empire into a giant online resource—and then making it so you can access that stuff from anywhere.

AOL is quite large, y'know
AOL Time Warner owns tons and tons of entertainment and media companies, including HBO, TNT, Cartoon Network, CNN, Moviefone, The WB, Warner Music and numerous others.

Yoji Shinkawa

Who?
Artist at Konami's Tokyo Design Studio.

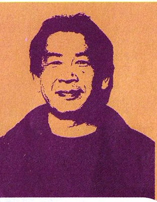
RUBIN

photo this page originally taken by Michael Sexton

Why should I care?
Metal Gear Solid's excellent visual design and characters came from Shinkawa. He also designed the great-looking mechs in Z.O.E.

What's he working on now?
Shinkawa is currently working night and day on Metal Gear Solid 2. Beyond that, he says he'd sometime like to do the art for a space racing game.

THE TOP FIFTY movers, shakers and video game makers



SUZUKI

It helps to be this good
Shinkawa had originally designed a bunch of ninja soldiers to be in MGS, aside from the standard genome soldiers. Kojima really liked one of Shinkawa's ninja sketches and decided to make him one of the game's main characters.

ADRIAN SMITH

The Iron Maiden guitarist?! Awesome!
No, the operations director at Core Design.
Shame. What does he do, then?
Smith is Lara Croft's chief leash-holder. He's headed up all of the Tomb Raider projects and has been with Core Design since the beginning.
Is he still doing Lara stuff?
The next-generation Lara game is still without a title, but we do know that the Tomb Raider moniker will no longer be used, and the storyline will be darker.
Humble beginnings
Core Design began in 1988 with just eight people and $25,000. Twelve years later they've made their flagship Tomb Raider series a billion-dollar industry and have sold more than 25 million copies of the games in the series.

YU SUZUKI

They make motorcycles and that mad car in GT3, don't they?
No, he's the head of Sega's AM2 Division.
AM-what?
The list of this man's hit games is massive, ranging from Space Harrier to After Burner to Daytona USA. He is now working on Virtua Fighter 4, exclusively for the PS2.
What's he doing next?
In addition to VF4, his Ferrari F355 arcade title is being ported to the PS2. Then look for Suzuki to bring other franchises like Shenmue to the PS2.
Did you know?
Suzuki loves cars. He drives his red Ferrari to work every day.

TOMMY TALLARICO

He's that music and sound guy, right?
Yes.
What's he done that I've heard?
You've probably heard more of his work than anyone else's, including the sounds for Tony Hawk's Pro Skater, Spider-Man and Time Crisis: Project Titan.
What's next?
He's just finished the soundtrack for Maximo, then he's tuning up for Activision's Street Hoops and the next Evil Dead game.
Dude looks like a lady
Tommy's distant cousin is Steven Tyler of Aerosmith. Steven was originally born Steven Tallarico and later changed his name to Tyler.

GREG THOMAS

Never heard of him?
The president of Visual Concepts.
Still never heard of him?
When it comes to sports guys in the gaming industry, Greg Thomas is leading the charge. He's overseeing the soon-to-be-released triple-A titles NFL 2K2 and NBA 2K2, as well as all other 2K2 franchises.
What's next?
Get out a pen and paper to jot down these future blockbusters: Tennis 2K2, NHL 2K2, MLB 2K2.
Did you know?
Greg knew he was going to make games since he picked up an Atari 2600 in 1977.

NOBUO UEMATSU

How do you pronounce that?
no-BOO-oh ooh-MAT-soo.
The composer for all the Final Fantasy games.
Have you heard his stuff?
If not, we'll spare you all those fruity adjectives and just say that his tunes are real good. Good enough to stand up to today's best movie composers, like John Williams, and be named by *Time* magazine as one of the top innovators in the music industry.
He's doing the next one, right?
Having recently finished up the soundtrack for FFX, he's already working on the score for FFXI.
No training whatsoever
Largely self-taught, he has no formal training. "Truthfully speaking, I have never had proper education in music, can't play instruments well, and take a long time to read music," he told us. He also has a beagle named Pao.

KAZUNORI YAMAUCHI

Remember his name
He's Mr. Gran Turismo. Have you heard of it? It's quite good.
What else has he done?
Hmm...let's see. Gran Turismo, Gran Turismo 2 and Gran Turismo 3.
What's he doing next?
Gran Turismo 4? Which will almost certainly be an online game with zillions of cars. The eventual aim, we've heard, is for

OPM'S TOP 50 PS ONE GAMES

Street Fighter Alpha 3
An offshoot of the Street Fighter series, the Alpha games have always contained better playability and superior artistic style. Capcom did an excellent job porting Alpha 3 to the PS one, cramming in much of the arcade version's graphics and animation, while minimizing typical annoyances like loading times. Overall, this is one of the best 2D fighters ever made.

Suikoden II
It's not often that we can say an RPG is just, well, fun to play, but the Suikoden series fits that description to a T. The battle system is fast and straightforward, the game features more than 100 different playable characters, the story is easy to follow, and the music is absolutely fantastic. But most of all, Suikoden II is a game easily enjoyed by both RPG newbies and veterans alike.

Super Puzzle Fighter II Turbo
While the one-player mode may not have the depth of some other puzzle games, the fast-paced two-player mode (true to its Capcom fighter roots) is arguably the best of the genre. The system allows the skilled player to set up intricate combos, forcing contestants to play with strategy and finesse.

Syphon Filter
One of the most successful PS one games ever released, and with good reason. Syphon Filter's storyline wouldn't be out of place in an action flick, while the production values helped elevate the standards expected from action titles on the PlayStation. Gamers took to the hero Gabe Logan with such enthusiasm that the mere mention of the franchise name still gets folks excited.

syphon filter

street fighter alpha 3

super puzzle fighter II turbo

photo this page originally taken by Shuji Kobayashi

PlayStation 2
THIS TIME, CRASH IS GOING TO NEED ALL THE HELP HE CAN GET.
GET HUGE!
BULK BUILDER X-TREME
UNIVERSAL
UNIVERSAL INTERACTIVE STUDIOS
www.universalinteractive.com
KONAMI
Traveller's Tales
EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

CRASH BANDICOOT
THE WRATH OF CORTEX

Crash. Harder.
www.wrathofcortex.com

The Bandicoot is back. With hotter moves, mind-blowing graphics and cooler vehicles to face his toughest adventure yet, The Wrath of Cortex. It's going to be just like the good old days, only better.

Crash Bandicoot: "The Wrath Of Cortex" interactive game © 2001 Universal Interactive Studios, Inc. Crash Bandicoot and related characters TM & © Universal Interactive Studios, Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "KONAMI" is a trademark of KONAMI CORPORATION. ©2001 KONAMI CORPORATION. All rights reserved. All other trademarks are the property of their respective companies.

THE TOP FIFTY movers, shakers and video game makers

the game to simulate every car known to man. Seriously.

Did you know?

Mr. Yamauchi likes to smoke. A lot. It seems fairly apparent that he's also quite a big fan of cars.

SHIGERU YOKOYAMA

Who is he?

Producer at Namco

What's he up to?

Next to Gran Turismo there's one other big racing franchise that's really helped define the PlayStation, Ridge Racer. As producer of this series, Yokoyama has helped it continually evolve and push the limits of what the PS one's hardware can do.

What's he doing next?

Sitting on the board of directors at Namco's recently established Monolith Software, Yokoyama is overseeing the development of the highly anticipated RPG, Xenosaga. He's also hard at work on Ridge Racer 6 for the PS2.

And on the side...

He's also served as producer on a couple of Pac-Man titles.

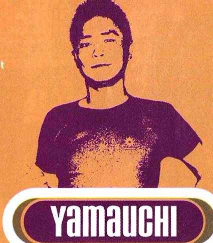


photo of Yamauchi originally taken by Wire Image/Kevin Mazur

SHUHEI YOSHIDA

Who-hey and the what now?

Vice president of product development, Sony Computer Entertainment America.

Why should I care?

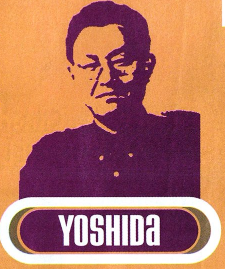
He's the man in charge of all the cool stuff we're seeing from Sony these days like the awesome Twisted Metal: Black and Ico. He's also the man who gets to give that cool stuff the thumbs up. He seems to be quite good at it.

What's he doing next?

There are currently 30 first-party games in development, many of which will stretch the online side of the PS2.

Did you know?

When the PS2 launched, the only first-party game available was Fantavision. Yoshida has brought things a long way in just one year, as many of the "must-buy" games for the PS2 are now developed by Sony itself (Ico, Twisted Metal: Black, Dark Cloud, Gran Turismo 3).



OPM'S TOP 50 PS ONE GAMES

Tekken 3

The only fighting game you truly need on PS one. Some games are declared "classics" simply because they do things differently, or refine ideas to near-perfection; Tekken 3 does this and so much more. It provides the purest, deepest and most involving 3D fighting game imaginable, and has weathered challenges from contenders without suffering so much as a bruise. Gorgeous graphics, fantastic controls and a rewarding structure ensure that this is fun whether you play it alone or against a buddy.

Tomb Raider II

While the original game broke new ground for 3D adventures, it's the sequel's addition of vehicles and more diverse locations that make it the best of the series. Some may appreciate Tomb Raider III for its sharper graphics and more realistic settings, but in terms of balance and gameplay, we say TR2 is clearly the best of the bunch.

Tony Hawk's Pro Skater 2

Easily one of the greatest games to grace the PS one, THPS2 has pinpoint control, unending creativity, a deep and consuming career mode and a brilliant skatepark editor. Anything that was lacking in the original was remedied tenfold in this stunning sequel.

Twisted Metal 2

This took the genre-busting concepts of the first game and refined them to such an extent that the game has since become regarded as an all-time classic. Despite two spectacularly inferior sequels (by a different development team), the quality of TM2 kept the flame of the franchise alive to such an extent that Twisted Metal: Black was welcomed with open arms when gamers learned that the original team would be back for another game.

Wipeout XL

Crammed with cutting-edge graphics and futuristic fonts, Wipeout XL simply exudes style. And the arcadey racing gameplay is pretty addictive too. Add in a techno and ambient house soundtrack featuring some high-profile musicians like the Chemical Brothers, and the game just continues to rock. All the Wipeout games have been awesome, but XL, with its sharp style and killer weaponry, is the best of the bunch.

WWF SmackDown! 2

SmackDown! 2 managed to capture the anything-can-happen spirit of the WWF in a fashion never before seen. From week to week WWF affiliations change and superstar rivalries advance or subside. Know Your Role captured it all. Lots of WWF superstars and all of their adrenaline-pumping finishing moves.

Xenogears

A deep, long (70 hours!), story-driven RPG that tackles some of the weightier issues out there—like, oh, the sometimes-malevolent role of religion in our lives. Top that off with two unique turn-based combat systems—one built on hand-to-hand martial arts fighting, the other featuring giant mecha—and you've got yet another winner from Squaresoft.

You Don't Know Jack

Before hitting your favorite 32-bit console, Berkeley's hilarious You Don't Know Jack series—the game show where "high culture and pop culture collide"—was huge on PCs. The two-disc PS one version ports the PC's Volume 3, adding an additional 600 PlayStation-exclusive questions to the initial 800.

tekken 3
wwf smackdown! 2
twisted metal 2

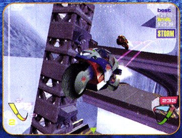
XGIII
EXTREME G RACING

IN THE FUTURE...
WHAT'S BETWEEN YOUR LEGS
IS ALL THAT COUNTS.
HEEL
TALON
TALON
TALON
HEEL
HEEL

Your pulse quickens. Your stomach drops. You feel it in your toes. With an intense 60+ FPS frame rate and speeds over 750 mph, XG3 is super-charged, gravity-defying combat motorcycle racing that will blow your mind. Get it before your parents make you sit down and talk about it.

best
STORM
370

12 different super-charged bikes packing serious firepower


best
STORM
232

9 incredible racing circuits with gut-wrenching loops, twists, spirals & drops

best
STORM
440

Futuristic, interactive racing environments: city, desert, arctic, ocean & canyon

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

NINTENDO GAMECUBE

PlayStation 2

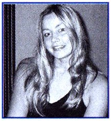
In-game music by
MINISTRY OF SOUND

ACCLAIM
www.acclaim.com

Extreme-G™3 and Acclaim® & © 2001 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Acclaim Studios Cheltenham. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. NINTENDO GAMECUBE AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. Screens shown were taken from the PlayStation®2 version of the video game.

Soul Calibur Movie?

Hong Kong movie legend Sammo Hung has been working on a Soul Calibur movie project on and off for a few years now. Although there's no info on when it'll actually release, word has it he's interested in getting Jackie Chan to star.



ZOE FLOWER

BEAUTIFUL STRANGER

For days I've been gearing up for a colossal rant of a column, psyching myself up to pour my heart into another article bound to change the face of video gamedom as we know it. Maybe I'm just tired of waiting for MGS2, but I've been feeling grumpy about video games lately. I was about to mount my soapbox when I heard the familiar chime of my inbox. The glaring envelope crouched on the corner of my desktop taunts me to click, to read the latest piece of spam. Appeasing my curiosity, I find a message from a complete stranger, on another continent, who had read one of my columns and felt the need to send his feedback.

How the *Official U.S. PlayStation Magazine* managed to reach Russia is perhaps another column altogether. Maybe my bad mood made me vulnerable at that moment, but this one beautiful letter from a stranger changed me from scowling, scathing journalist to a grinning idiot. This anonymous author scripted insight into how games have affected his life, have provided joy and opportunity for his children, reminding me just how powerful electronic entertainment can be.

I started to realize how varied the community of people affected by video games really is. I have received letters from herpetologists, lawyers, radio producers, teenagers, Armed Forces corporals, parents, teachers and game designers, all with individual stories and opinions. And this bond isn't limited to letter writing. Being passionate about games makes you a member of a not-so-secret society where the special handshake travels in the form of levels, codes and parallel experiences.

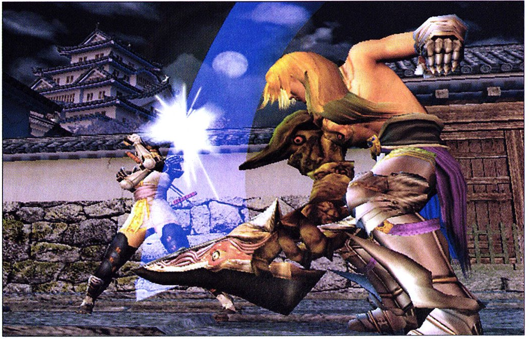
Last year I was stuck at the U.S.-Canada border (one of many occasions...they know me quite well now) because my British passport was missing some stamp or another (ahhh, the trivia...I'm not Canadian after all!). I was pleading unsuccessfully with the burly customs agent to let me pass. He proceeded to interrogate me, stoic and menacing as he inquired about my career. Suddenly, when he learned of my video game ties, he dropped the evil facade, becoming a fully animated grinning idiot, now plying me for Quake II tips. Moments later he is escorting me through the gates to home soil! True story.

I've given video games to children, only to watch their faces light up with joy. I've played games with people whose language I cannot speak, and yet we can smile and share the same experience. I have traveled the world, made friends, gained respect, all because of my love of video games. From mysterious benefactors replacing a child's stolen PS2, to a teenager who lost his parents in a tragic accident and found solace in role-playing games with parental figures, the stories go on and I never tire of reading them.

These strangers' own tales remind me how art and entertainment can influence and unite different folks, can build friendships, cross borders, and transcend language, gender and race. It is a truly surprising result that perhaps was never expected, but which pushes the industry to grow around the world.

And I've been reminded of how special that is, thanks to a beautiful stranger.

Zoe Flower was clearly inspired by Madonna this month. And Russian men. She's a multimedia superstar, with TV, Web and print credits to her name. She's English, lives in Canada, and has a Web site with a picture of a mouse and a flower on it at www.zoeflower.com



The Soul Still Burns

Namco's next fighting-game sensation is finally revealed

Well, here it is folks, the title that just about every die-hard fighting-game fan has been waiting for: Soul Calibur 2 (the sequel to Soul Calibur, which in turn is the sequel to Soul Blade). Set to hit arcades and the PS2 early next year, SC2 is being created with one goal in mind: to raise the bar set by the original. Not an easy task when you consider how awesome that game is.

"We are working day and night, trying so hard to make this a far better game than the previous title," project leader Koh Onda told us. He and his team have been slaving away on Soul Calibur 2 since last November, and it's now about halfway finished. But Onda says that since they're using Sony's PS2-based system 246 arcade board, things are progressing smoothly. "We think the System 246 hardware is really good—the more you get used to it, the easier it is to get a handle on."

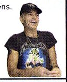
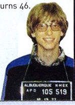
And because the game is running on the PS2-based board, we can assume the graphics will be spectacular. Right now, Onda and his team are concentrating on details like lighting effects and the weapon movements. Onda promises that these, along with other subtle effects, will "tickle gamers' emotions subliminally."

Surely pleasing fans, Onda also reveals that SC2 will feature a soundtrack from the same composer who scored the original.

As for how the game will play, Onda is tight-lipped, not wanting to give away too much yet. However, he did reveal that the team has significantly expanded the fighting arenas and has put in walls. "In order to add to the features of a running/action fighting game, it was only fitting to look into expanding the fields and using walls as part of the combat," he says.

At this point SC2 certainly sounds like it could live up to its proud heritage. Proof will be in the play, though. And for that, we can't wait.

OCTOBER CALENDAR

1 MONDAY • **WWF SmackDown! Just Bring It** (PS2) Well, it's Monday, but at least you can grapple and pile-drive your way into the week, and the month.	**2** TUESDAY • **Formula 1, Guilty Gear X, Mobile Suit Gundam: Zeonic Front, Okage** and **Dragon Rage**. Racing, giant robots and dragons! What else could a boy want?	**3** WEDNESDAY • **Gwen Stefani** (1969) turns 32. Ouch. 	**5** FRIDAY • Arnie's new flick, **Collateral Damage**, is released. He plays a fireman. • Hockey great **Mario Lemieux** (1965) is now 36.	**12** FRIDAY • **Bandits**, starring Bruce Willis and Billy Bob Thornton, opens. 	**16** TUESDAY • **Gitaroo Man, Giants: Citizen Kabuto, Kinetica, Herdy Gerdy** and **Devil May Cry** all give you a very good reason to go to a game store.
19 FRIDAY • **From Hell**, based on Alan Moore's comic book, starring Johnny Depp. • **Waking Life**, featuring very funky "CG over live action" animation, also in theaters.	**20** SATURDAY • **Snoop Dog** (1972) turns 29. His new movie **Bones** hits theaters four days later. 	**23** TUESDAY • **NFL 2K2, Ace Combat 4** and **Grand Theft Auto III** are all released today.	**26** FRIDAY • **K-PAX**, Kevin Spacey's "is he an alien or isn't he?" movie, in theaters.	**28** SUNDAY • **Bill Gates** (1955) turns 46. 	**30** TUESDAY • **Half-Life, Tony Hawk's Pro Skater 3, 18-Wheeler, Time Crisis 2, Crash Bandicoot, FIFA 2002** all hit PS2 on the same day.

Gwen Stefani photo: Wire Image/Michael Caulfield
Snoop Dog photo: Wire Image/Steve Granitz
Billy Bob Thornton photo: Wire Image/Jeff Vespa

All dates are correct as of press time. Any inaccuracies have nothing to do with us, although we're pretty certain the birthdays are correct. Stop reading this now and go back to the big words, see?

©2001 Electronic Arts Inc. EA SPORTS, the EA SPORTS logo, EA SPORTS BIG and the EA SPORTS BIG logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. EA SPORTS™ and EA SPORTS BIG™ are Electronic Arts™ brands.

EA SPORTS BIG™

RATING PENDING
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org
or call 1-800-771-3772
for more info.

SSX Tricky

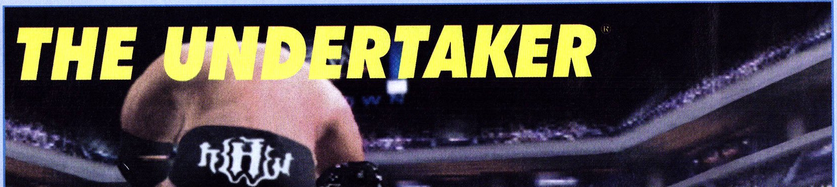
landing november 2001

WINNER
WINNER

SIX-MAN TAG TEAM WHIPS CROWD INTO FRENZY

THE SMACKDOWN! NEWS

Where Anything's Possible


THE UNDERTAKER®
INFLICTS PAIN WITH THE CHOKESLAM

TEEN
T
CONTENT RATED BY ESRB

Mild Language
Violence

World Wrestling Federation®

PlayStation.2

TAZZ™ AND MICHAEL COLE CALL THE RINGSIDE ACTION

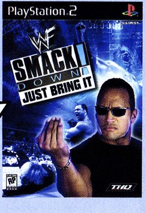
The Rock™ taunts Kane.™ Will he regret it?

ROCK
01:35
KANE

Chaos spills out onto the streets!

WWF SMACK DOWN! JUST BRING IT

ALL THIS AND MORE IN...



JAKKS Pacific inc.

World Wrestling Federation, its logos and all character likenesses are trademarks of World Wrestling Federation Entertainment, Inc. © 2001 World Wrestling Federation Entertainment, Inc. All Rights Reserved. Game and Software © 2001 THQ/JAKKS Pacific, LLC. Used under exclusive license by THQ/JAKKS Pacific, LLC. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

THQ™

www.thq.com

FAME GAME? SSX TRICKY

EA Big spreads its celeb wings with some of today's hottest stars

Ready or not, celebrities are mounting a massive assault on what may be the last great media frontier, with EA Big's SSX Tricky being just the latest to bring a host of hot names to your PS2. The use of celebrity voices in games is beginning to catch on, but never before have so many celebrities offered themselves for the same title.

And we're not talking bottom of the barrel with the stars of Tricky. These are big-time movers and shakers from film, music and television. You've got *The Mummy* bombshell Patricia Velazquez, *Ally McBeal* knockout Lucy Liu, and *Scream* star David Arquette, just to name three. But the question is bound to arise sooner or later, so we asked SSX creator Larry LaPierre sooner: Isn't the use of celebrities in games superfluous?

"I agree that using celebrity talent usually comes across as superfluous—primarily because it tries to be a focus for the game and never really delivers anything tangible. The talent we chose to work with was an effort to get the best possible voice and performance for the characters that we had designed."

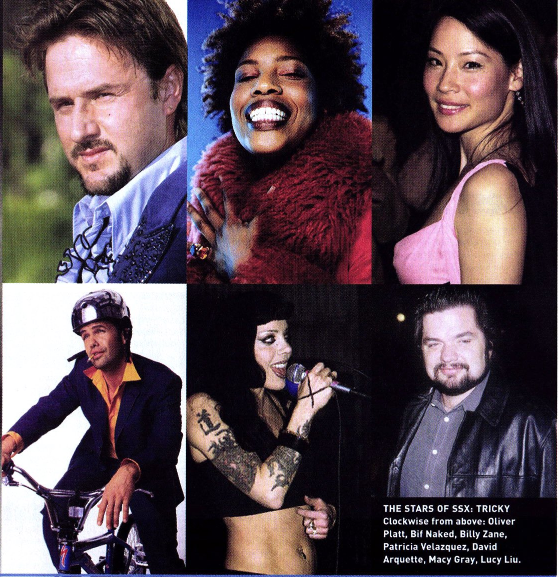
Good point, particularly in the case of Tricky. Whereas the original SSX had limited characterization, the new version is all about personality. That's why the voices fit in swimmingly. Each character's depth is achieved through vocal nuance, which makes it that much more satisfying when you're taunting your opponents.

"Each character has a unique relationship with the other characters," says LaPierre. "We have gone to great lengths to ensure you get strong insight as to who your friends and your rivals are through short interactions at the start gate and after the finish line."

With the spotlight on characters it seems that both SSX and, now, Tricky are focusing on broadening their audience beyond the hardcore gamer. The whole EA Sports Big brand is heading toward that end. "Our eyes were opened to the ability of this game to appeal to the female audience even as we played preliminary builds with our wives and girlfriends," says LaPierre. "Tricky continues this by creating even more elements that appeal to specific audiences."

Musically, it's also catering to a variety of niche

"Our eyes were opened to the ability of this game to appeal to the female audience"



THE STARS OF SSX: TRICKY Clockwise from above: Oliver Platt, Bif Naked, Billy Zane, Patricia Velazquez, David Arquette, Macy Gray, Lucy Liu.

audiences. Check out this list of contributors: Run-D.M.C., Mix Master Mike, Lee Coombs, Rahzel, Plump DJ's, BT, Huda Hudia, Space Raiders, Aphrodite, Tsunami One, The Forth, Rasmus, Skank, Hybrid and Shocore.

But enough about the star power. We're dealing with a highly anticipated sequel here. So, what about the subtitle? How did "Tricky" come about? "It was inspired by two key elements. First, we were a little surprised by how many people picked up SSX and wanted to focus just on tricks. We had primarily designed SSX and the tracks as a race game, with tricks," LaPierre says. "On a scale of one to 10, we felt we had a racing game at about an eight and a focused trick experience at a six. This year we were able to focus our design efforts to create a race experience that's a 10 and a trick environment that's a 10, as well. Hence the name SSX Tricky."

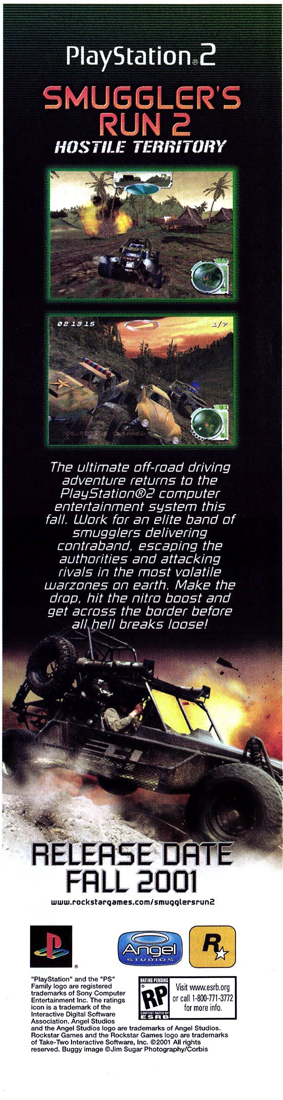
This time, the battling can be as important as the tricks and the racing as well. "Your motivation to use combat as a strategic element is much stronger because you're rewarded with a full adrenaline bar when you successfully knock a competitor down," says LaPierre. "Also, we implemented a dynamic aggression and tolerance system that determines the probability of another rider trying to whack you as you get close to one another. As you decide to play more aggressively you provoke reactions from the other riders through their tolerance for you and your actions."

Another handful of new features will be making their debut as well—but a few rumored additions were cut. "We managed to add a time challenge mode in this year and a new trick tutorial system, as well as making the courses different for showoff and race events," LaPierre says. "The minigames we designed ended up being scaled back so far that they lost their appeal. So we dropped them. We'll dust them off for SSX 3."

THE KINGS OF ROCK

When EA Big decided on a subtitle for their update of SSX, it was a no-brainer to license the older-than-old-school stylings of hip-hop lyricists Run-D.M.C. If you're having a hard time remembering some of their biggest hits, here's a short list: "It's Like That," "The King of Rock," "Walk This Way" and "Rock Box." So what have the "Kings of Rock" been up to? They released the album *Grand Royal* this year with help from some of the top rappers in the biz.

photos: Velazquez:Stephanie Pfriender/corbis, Arquette: Granitz/Wireimage, Gray: Joseph Cultice/Corbis, Liu: Vespa/Wireimage, Zane: Eddie Adams/Corbis, Naked; Reuters, Platt: Vespa/wireimage


PlayStation®2

SMUGGLER'S RUN 2
HOSTILE TERRITORY

The ultimate off-road driving adventure returns to the PlayStation®2 computer entertainment system this fall. Work for an elite band of smugglers delivering contraband, escaping the authorities and attacking rivals in the most volatile warzones on earth. Make the drop, hit the nitro boost and get across the border before all hell breaks loose!

RELEASE DATE
FALL 2001

www.rockstargames.com/smugglersrun2

Angel STUDIOS

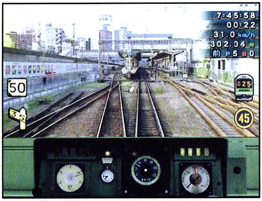
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Angel Studios and the Angel Studios logo are trademarks of Angel Studios. Rockstar Games and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc. ©2001 All rights reserved. Buggy image ©Jim Sugar Photography/Corbis

RATING PENDING RP CONTENT RATED BY ESRB

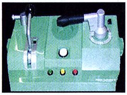
Visit www.esrb.org or call 1-800-771-3772 for more info.

ONLY IN JAPAN

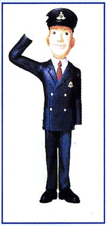
Yamanote Line: Train Simulator
Sony CEJ, PS2



Given that Japan invented the iconic bullet train, you can almost understand their fascination with the rails. What you probably can't understand is their fascination with the sort of slow, plodding commuter trains that make up Yamanote Line: Train Simulator. Featuring one of Tokyo's main lines, Yamanote Line does its best to put you to sleep by offering the most realistic simulation possible. So no Covert Ops-style hostage crisis, sadly. Gameplay mainly consists of starting and stopping the train, with the riveting addition of opening and closing carriage doors. Mind you, the game does look amazing. Environments are packed with detail and look almost photorealistic. Sony is also going the full nine yards and recording real station announcements from conductors for inclusion on the DVD (aspiring train conductors can always hit mute on the TV and make their own announcements). And we can't forget the special controller. Featuring a dazzling array of three levers, four buttons and what looks like a cup holder, it's the GT Force to Yamanote Line's GT3. But really, who wants to replay their morning commute to work? Does anyone actually sit on the Yamanote Line trembling with excitement on the way home because he'll soon be able to relive it all on the PS2?



BUT WILL IT EVER COME HERE?



Never. Aside from the fact that nobody here could possibly care about a game that perfectly re-creates a rather bland part of Tokyo, there's also the fact that Japanese people—and only Japanese people—love these types of simulators. They're not all as boring as this one, though. Check out a few other Japanese sims that you'll never play:

McDonald's Monotagari: Simulate working at McDonald's! Play cooking minigames! Get paid minimum wage and wear ugly clothes!

Tokyo Bus Guide: Think Yamanote Line, but on roads. In a bus. Yay?

Walk the Dog: Only in the arcades right now, where it will probably stay. Unless they bring out a treadmill/leash combo controller.

Charting the Best in Pigskin

AP Photo/Tim Sharp

When kicking off this video-football season, don't make the mistake of buying the game with the coolest box art or your favorite athlete—unless your aesthetic mind points you toward Daunte Culpepper and Madden 2002 or Randy Moss and NFL 2K2. Basically, we're here to save you from buying a crappy football experience by giving you the low-down on the flooded market of NFL games. Below are the good (Madden, NFL 2K2, NCAA Football), the bad (QB Club, PrimeTime), and the ugly (GameDay). Down, set, hike.

PLAYSTATION 2		Madden NFL 2002 EA Sports *Now available*	Last year, Madden captivated gridiron gamers with a graphical splash never before seen. This year the gameplay caught up with the eye candy. Still, there's that annoying commentator problem which limits the game. But that's a small flaw, easily overlooked.	Madden is the best of the year. It has polish, style and a lot of extras. Watch out for NFL 2K2, though.
		NFL 2K2 Sega Sports *October*	NFL 2K2 was a huge hit on Dreamcast; expect similar results on the PS2. It's a lot more action-oriented than its simulation-based foes. But it manages a nice balance between arcadey and sim styles. The key is that you, the gamer, control *everything.*	NFL 2K2 is going to change the spirit of PS2 football competition. But it won't be No. 1 just yet. Or will it?
		NFL GameDay 2002 989 Sports *November*	Besides some new squiggly lines on a Telestrator, GameDay isn't doing anything new. They're treading water in a *Perfect Storm*-like ocean. Ever since GameDay '98, fans of the series have been awash in misery. Actually, the question is: What fans?	Last year we laughed so hard we cried. This year, it just hurts us. We almost prefer the charm of the worst/first one.
		NFL QB Club 2002 Acclaim Sports *Now available*	The key is the Quarterback Challenge. Otherwise, you're invited to a watered-down experience that plays like high school football. Make no mistake, the QB Challenge is sweet, but this whole experience is at best a big, fun minigame.	Getting a group together for the QB Challenge is a blast. But otherwise, there's no reason to pick up this one.
		NFL Blitz 2002 Midway *November*	It's tough to put Blitz in the same category as these other games, and it's tough to say that Blitz on PS2 won't be a fantastic experience. Think about it: The Blitz from your neighborhood arcade machine is going to look even better on your TV. Sweet.	It's Blitz, and Blitz is irresistible. It's the perfect complement for all this simulation business. And it's real pretty-like.
		ESPN NFL PrimeTime 2002 Konami *October*	Every football season there's a team that surprises you. Last year, the New Orleans Saints wowed the world of football. This year, the only Cinderella we can foresee is NFL PrimeTime 2002. It's sharp, it feels good and the animations are really nice.	It's tough to compete against the vets like Madden and 2K2, but PrimeTime is prepped to be this year's Wild Card.
		NCAA Football 2002 EA Sports *Now available*	We had to wait a year for a decent NCAA pigskin game—but it was worth it! Everything from the Madden 2001-inspired player models, to the tough AI, to the minute details (earn helmet decals as your season progresses!) makes this one great.	With only one other college football game out this season, it's fair to say NCAA fans should go with EA Sports.
		NCAA GameBreaker 2002 989 Sports *November* *◀screen from 2001*	It's easy to forget that college football fans had something before NCAA Football 2002—since GameBreaker 2001 was basically the horrible GameDay 2001 with more teams. Hopefully, they'll turn things around and make the series great again.	We'd like to say something really promising here...but we still have yet to even see a screen. Not a good sign.
PS ONE		Madden NFL 2002 EA Sports *Now available*	Last year Madden NFL 2001 was the tightest, most fantastic football game on the PS one. But then the PS2 messed with our eyesight and we figure it's logical this game is even better, but we're only really sure that it's about 100 times better than GameDay.	Better than GameDay isn't the ringing endorsement we meant it to be. A great game for PS one-only owners.
		NFL GameDay 2002 989 Sports *Now available*	This is the kind of game you buy so that you can remember what it was like when your father returned home from the grocery store with Toaster Pops instead of Pop-Tarts. It's just a shadow of the real thing. And the real thing for PS one: Madden.	Want to ruin the day of that spoiled brat nephew of yours? GameDay will certainly do the trick (crying not guaranteed).

REPRESENT.
raymanarena.com

RATING PENDING
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org
or call 1-800-771-3772
for more info.

PlayStation 2

CD-ROM
PC

Ubi Soft
ENTERTAINMENT
www.ubisoft.com

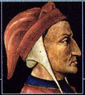
Rayman © 2001 Ubi Soft, Inc. Ubi Soft Entertainment is a trademark of Ubi Soft, Inc. Rayman, Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft, Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo are trademarks of Sony Computer Entertainment Inc.

DISSECTING DANTE

A closeup look at Capcom's newest hero

"I wanted to create a superhero who has guts and never fears, even if he faces overwhelmingly powerful enemies, with the power to back up his confidence." So comments the director of Devil May Cry, Hideki Kamiya, about Dante, the game's devil-hunting half-man, half-demon hero. You're about to learn a lot about him when you pick up your copy on Oct. 17 (you know you will). We thought we'd give you a head start, though, with a graphic look at the star of Capcom's latest masterpiece. So, as the man himself might say, "Let's rock."

The Other Dante



In Capcom tradition as of late, several characters in Devil May Cry refer to classic literature. Dante is no exception, sharing his name with the 13th/14th-century Italian author of *The Divine Comedy.*

Nondiscriminatory Guns

Dante's two handguns, Ebony and Ivory, work together in perfect harmony...if by "in perfect harmony" you mean blowing each demonic entity back to hell—with pure equality, of course.

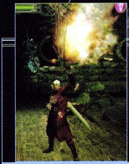
The Voice

Dante's suave, collected voice comes courtesy of a Canadian actor named Ray Coombs. You may have seen him on *Animorphs*, *Due South* or *The Relic Hunter*. But we're guessing you haven't.

SPACE ADVENTURE
COBRA
1
BUICHI TERASAWA

The Inspiration

Dante was inspired by Cobra of manga/anime fame. "He never fears his enemies and always looks perfectly confident," says Kamiya of the space-adventuring character. "Even in trouble, he talks to his enemies with lots of irony."



Dante's Boomstick

Dante's so cool, he handles his shotgun with only one hand. Bam!

The Lightning Blade

Once Dante equips the Alastor sword, it grants him not only superhuman speed and aerial capabilities, but also the ability to transform into his demon self—and wreak some *serious* havoc.

Dante's Duds

"I gave Dante a long coat to make his intense action look even cooler," says Kamiya. "Also, the reason why his costume is red is that it is traditionally the color for heroes in Japan."

What you lack in talent, you can make up for in volume.

Looking for more opportunities to focus on perfection? Picture this: a single Memorex Flash Memory card lets you shoot, transfer and email millions of photos. Or, for pennies a meg, our Pocket CD™ captures 140 high-res images and lets you transfer them directly to your PC. So, if you're looking for the capacity to capture the world, visit us at memorex.com.

Memorex
SmartMedia
Memorex
128 MB
CompactFlash
Memorex
Pocket
CD-R
64 MB
MultiMedia

Memorex
Pocket
CD-R
Memorex
128 MB
CompactFlash
64 MB
SmartMedia

THE NO.1 SELLING BRAND IN DIGITAL MEDIA
No.1 BRAND

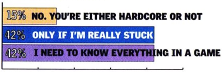
Memorex®

Is it live or is it Memorex?™

©2001 Memorex Products, Inc.

PLAYSTATION UNDERGROUND POLL

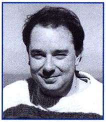
Are cheats fair?



Total Responses: 16,924.

JOHN SCALZI

BAD PARENTS, GOOD INFO



Here's an interesting letter I got from a reader who intelligently questions one of the aspects of what I do as GameDad when I review games for parents:

> "GameDad,
>
> "I appreciate the effort made toward informing parents about the games their kids are playing, but isn't it possible that you're sponsoring the inhibition of mature children from playing entertaining games? Many paranoid parental units are out there who would rather let the media tell them how their kids will respond to violent games and movies than actually look at their children and determine how they respond to mature entertainment. It is my observation (and my experience) that many children have a firmer grip on reality than adults give them credit for."

The answer to this is yes—I do expect that there are some parents who will read my reviews of games and, without further thought, use them to bar their kids from certain titles. If nothing else, it's easy to do: I've played the game, I'm an adult, I seem to know what I'm talking about. Why *not* trust me? Also, let's face it, if you don't actually spend a lot of time playing games (and many parents don't), they can be confusing. I enjoy showing *OPM* to some older adult friends of mine, who get lost trying to figure out the magazine's layout. If they can't follow the magazine, following the games themselves may be just hopeless.

So yes, some parents will use GameDad reviews unthinkingly, just like they use ESRB ratings, or movie ratings, or parental advisory stickers on CDs. But the alternative is that they don't use these ratings at all—either by not paying attention to what their kids are playing or watching or listening to (which is not very good parenting), or by simply barring any game, CD or movie that they think they might not like (which is not very good parenting, either, and a lot tougher on the kids). At the very least, as a reviewer I try to give context, and I also absolutely encourage parents to actually spend the time getting to know their kids. They're the ones who know (or should know) the maturity level of the humans they're charged with helping to grow up.

My position is that GameDad, or any review or rating that purports to "help" parents, is not the end of the parental responsibility when it comes to games or any other media. It's the beginning—and smart parents use them in combination with their own moral and cultural preferences, along with the maturity level of their own kids. I can't help it if some parents prefer to use my reviews without any additional thinking. But I know that the parents who do choose to think about these things are glad to have the kind of starting point that reviews like mine can provide. That's a good reason to keep going.

John Scalzi is a freelance writer and media critic who also runs GameDad, a video game site for parents. Visit it at www.gamedad.com.

PLAYSTATION APTITUDE TEST

1. What was the name of the main character in the original Grand Theft Auto?
a. Clive
b. Claude
c. Claus
d. John Jacob Jingleheimer Schmidt

2. In Grand Theft Auto III, the Don, Salvatore Leone, is voiced by what actor?
a. Joey Pantoliano
b. Frank Vincent
c. Michael Madsen
d. Michael Rapaport

3. What is the name of Final Fantasy music composer Nobuo Uematsu's dog?
a. Ubu
b. Brian
c. Kung
d. Pao

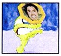
4. Which of this month's review games is free of poultry?
a. Tiny Toons: Plucky's Big Adventure
b. Crossroad Crisis
c. Gadget Racers
d. Spy Hunter

5. Who is the character Trish in Devil May Cry named after?
a. The Lord of the Demons in Eastern Mythology
b. The writer Dante's real-life love
c. The main character in John Milton's *Paradise Lost*
d. Trisha Yearwood

6. You can hear Saliva's remix of the "Peter Gunn Theme" in Spy Hunter. But who wrote the original?
a. John Williams
b. Irving Berlin
c. Burt Bacharach
d. Henry Mancini

7. Ifrit in Final Fantasy VIII : Guardian Force :: Ifrit in Devil May Cry : ____________
a. Lightning sword
b. Fire gauntlet
c. Powerful gun
d. That name of the devil that might shed a tear

8. The monster you are looking at is a:
a. Mocchi
b. Monol
c. Suezo
d. Momo

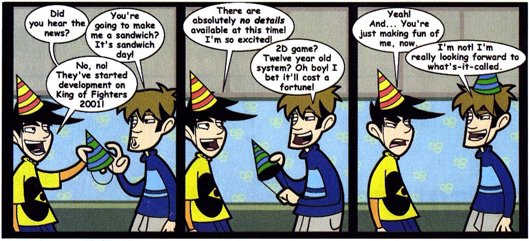


9. Who of the following is not a known member of the Castlevania universe's Belmont clan?
a. Simon Belmont
b. Trevor Belmont
c. Eric Belmont
d. Sonia Belmont

10. Which of these villains appears both in Spider-Man 2 and next year's Spider-Man: The Movie Game?
a. Vulture
b. Shocker
c. Venom
d. Green Goblin

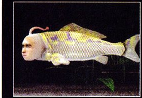
Answers
1.b 2.b 3.d 4.c 5.b
6.d 7.b 8.c 9.c 10.b

WWW.PENNY-ARCADE.COM


Did you hear the news?
You're going to make me a sandwich? It's sandwich day!
No, no! They've started development on King of Fighters 2001!
There are absolutely *no details* available at this time! I'm so excited!
2D game? Twelve year old system? Oh boy! I bet it'll cost a fortune!
Yeah! And... You're just making fun of me, now.
I'm not! I'm really looking forward to what's-it-called.

DATA STREAM

Loads of Seaman



Sega is making a PS2 sequel to its Dreamcast virtual sea-creature game Seaman. Using a special controller with a built-in microphone, the game lets you talk to and play with your Seaman.

Control Freaks

Ascii's new PS2 controller in Japan has a button configuration that's tailored for fighting-game fans. There's no word yet on when it'll come here.

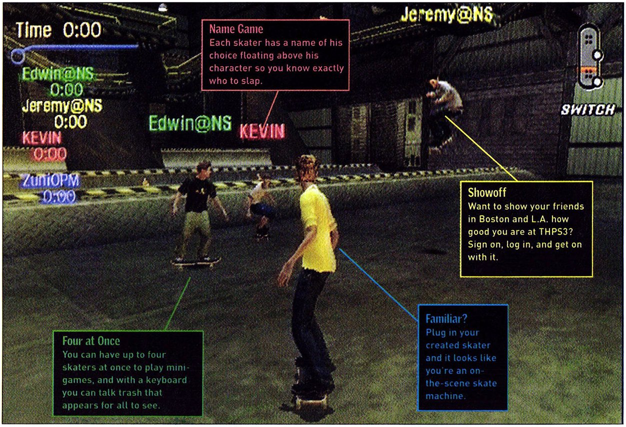
Midway's Shadow

Although Legion has been delayed until June, Midway will bring the hot PS2 RPG Shadow Hearts here in spring.

New PS2 Survivor

Capcom will release Resident Evil: Gun Survivor 2 on the PS2 next year. The game will be GunCon-compatible.

wounds
will
heal....



Name Game
Each skater has a name of his choice floating above his character so you know exactly who to slap.

Showoff
Want to show your friends in Boston and L.A. how good you are at THPS3? Sign on, log in, and get on with it.

Familiar?
Plug in your created skater and it looks like you're an on-the-scene skate machine.

Four at Once
You can have up to four skaters at once to play mini-games, and with a keyboard you can talk trash that appears for all to see.

www.THPS3.com

We play online against the makers of Tony Hawk's Pro Skater 3

Shame on us for thinking that Neversoft and Activision would just up the graphics ante for the latest Tony Hawk. We'll concede that we were looking forward to a surplus of new environments, seamless animations and a laundry list of time-sapping goals. But we couldn't have envisioned the greatest leap that THPS3 is taking, and it's not the 1080°. Neversoft is bringing THPS3 to cyberspace.

Skating online with the makers of the best skateboarding game ever is an invitation for pain. These guys are good! The server holds up to four skaters at a time, and the slowdown was so minimal that it really wasn't a bother. THPS3 will feature four different online multiplayer games. Here they are—and here's how *OPM* fared:

Graffiti

Born from the first THPS, this mode focuses on performing tricks on anything and everything until objects turn your skater's color. You can "steal" if you do a trick worth more points than the one your opponent did.

Vs. Neversoft (3/10): We were used to a simple two-color scheme, but with four people it's like playing in a kaleidoscope. Forget the reds and blues of the originals—now there's yellow and green as well. As for how we fared, we were ruined by the pretty colors and our inability to get points for gruesome bails.

Trick Attack

Also from the original THPS, Trick Attack is all about scoring big points in the allotted time.

Vs. Neversoft (2/10): Complaining over the keyboard that we "didn't know the special moves" only gave the kings of skate more time to rack up points. We were awful. We were worse than awful. We've been plotting our revenge ever since.

King of the Hill

Basically a glorified game of tag. There's a crown hidden in the level. As soon as it's found, the skater wearing it slows down like he's riding a cement skateboard. The key here is to try to keep the crown. The person who "wears" it for two minutes wins out. To steal the crown, just "tag" the skater who's got it. His clock stops, yours begins—but if he gets it back, his clock picks up from where it left off.

Vs. Neversoft (6/10): Trying to find the right nooks and crannies for escape is no easy task, especially when new to a level. We caught on slowly, then held our heads high.

Slap!

Build momentum by doing tricks off of ramps, then use that momentum to "slap" your opponents to the ground.

Vs. Neversoft (8/10): After laying the quick smack down, we felt like we were Tony Hawk and they were, well, us. Of course, they came on like wildfire after that.

An Online Chat With Neversoft

OPM: What will being online bring to the Tony Hawk's Pro Skater experience?

Joel Jewett, Neversoft president: Well it might bring Tony into your living room, for one thing. Tony has been helping us test the game from his house. Last night my kid played against Tony's son Riley for a while, then we took turns where our kids would play for half a round of Graffiti, then Tony and I would jump in for the second half. It was a blast. So who knows—you never know when you might run into Tony online. He's pretty into it.

OPM: What's it like being able to play online at the Neversoft offices?

JJ: I tell you, people start off an online session with their keyboards in their laps, hanging out, chatting, pulling a few tricks. Then, pretty soon, the games start and you barely have time to fire off some smack talk before everyone wants to restart for another game. Pretty soon you look up and the sun is rising.

OPM: How big of a leap is online for THPS3?

JJ: It's not a leap. It's the most natural next step for this game. THPS was *made* for Internet play. So much so that we just had to make it happen for this iteration of the game. If you don't want to get addicted to it, then you better hope you don't even see it over at your buddy's house. If you do, it's all over for you, man. You will be laying down the ethernet cable and parking yourself in your living room until we do another version of the game. Hell, you might be stuck there forever. There is no escape from the Hawk.

OPM: Bam Margera was the only skater addition with this new version of the game. Why was he the sensible choice?

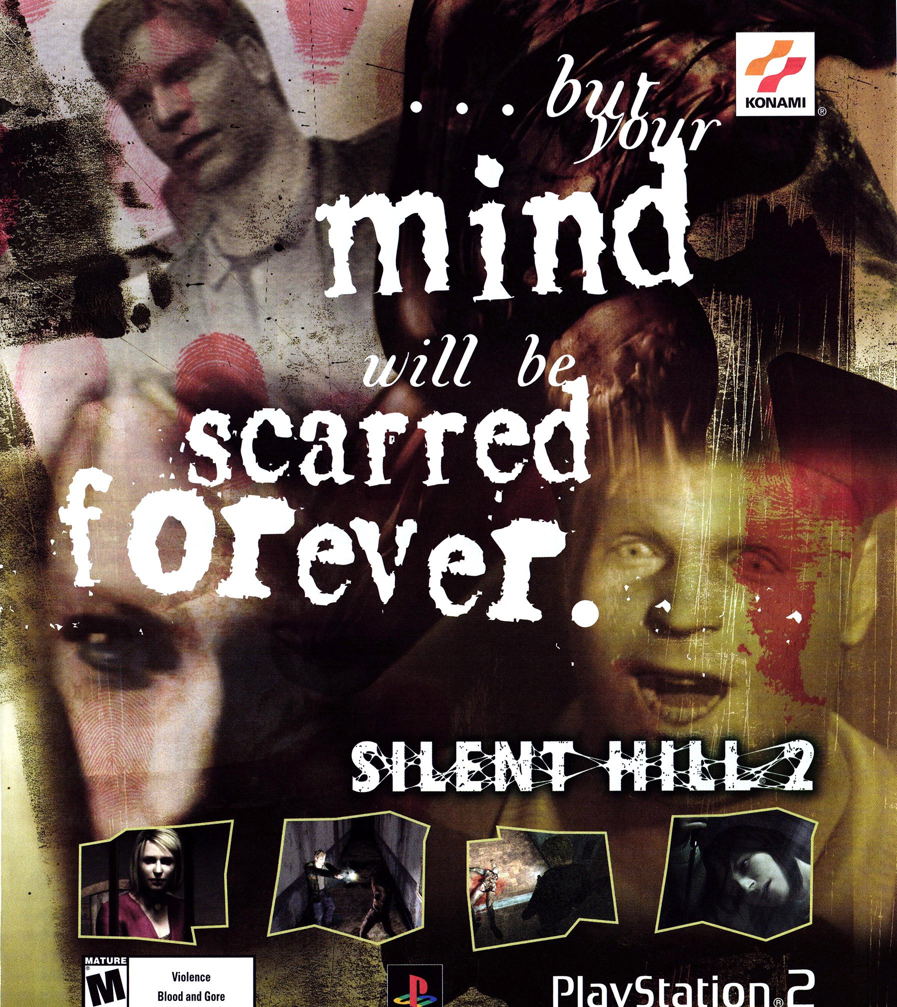
JJ: "Sensible" and "Bam" in the same sentence? Bam is a great skater and he is entertaining as hell. Most importantly, the guy is about having fun, which is perfect for our game. He has a special move called the "Jackass." He catches big air, then slams his own face with the board. Blood splats all over the place. I can just sit around pulling that move all night; it makes me laugh my ass off.

OPM: Could you explain the new trick system where you don't have to ollie between them?

Scott Pease, THPS3 producer: We've added a ton of hidden branching combos—almost like a fighting game—so while you're balancing in a lip trick, manual or grind, you can experiment and find ways to transition smoothly into other tricks of the same nature. This leads to some awesome freestyle combos: get in a Truckstand, take it to a rail, bust a Railflip, flick it to Casper. The combos are endless, as are the points, and thus, the trash talking.

OPM: Will there be any surprise skaters?

JJ: Come on. You don't think we would ship a game without surprises, now, do you?


KONAMI
. . . but your
mind
will be
scarred
forever.
SILENT HILL 2
MATURE
M
CONTENT RATED BY
ESRB
Violence
Blood and Gore
PlayStation 2

SILENT HILL® is a registered trademark of KONAMI COMPUTER ENTERTAINMENT TOKYO, Inc. © 1999 2001 KONAMI COMPUTER ENTERTAINMENT TOKYO, Inc. KONAMI® is a registered trademark of KONAMI CORPORATION. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

EYE ON LONDON

OPM travels to the U.K. for the annual ECTS show

With a much smaller venue and fewer publishers showing their wares at this year's ECTS (the European equivalent of the E3 show), the event was rather tame compared with past years. Falling between E3 and the Tokyo Game Show, ECTS doesn't seem to have much of a real purpose anymore. Still, we wandered the show's floors and found a few promising PS2 titles worth talking about.

Leading the pack was **Knights**, a game from Dutch studio Lost Boys. A fun 3D adventure, Knights includes such activities as snowboarding and hang gliding. Odd, yes, but amusing.

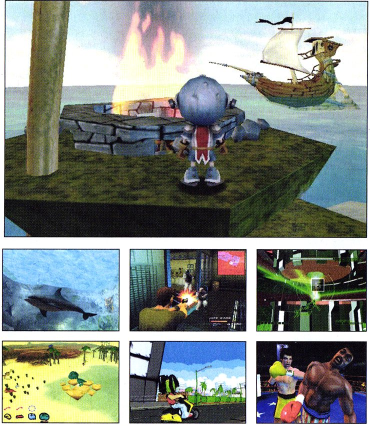
U.K.-based Rage software was also on hand, busy promoting its upcoming **Rocky** title, which allows you to open a can of whoop-ass on such familiar faces as Apollo Creed and Ivan Drago.

Other interesting titles at the show were an action/sports game called **Dinoz** from Vivendi Universal (yes, that's Dinoz with a "Z") and a cool cel-shaded racing game called **Scooty Races** from the Italian-based Trecision.

Also noteworthy are Sony Europe's own quality titles, including the rally game **WRC** and Criterion's hoverboarder **Airblade**.

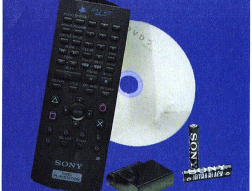
After the show itself, Sony had an event that featured a host of new games from Sega. **Headhunter**, a Syphon Filter-esque action title, was on video, while **Ecco the Dolphin** and **Rez** were both playable. Ecco's developers were able to fix some of the problems of the Dreamcast version, and it now plays much better. As for Rez, the game seemed to catch on well with European players thanks to its clubbing kind of feel. It was a definite hit.

EA also held its own private show for upcoming titles, but the real big news here was that the developer of SSX has begun work on a title called **NBX**, which will focus on extreme mountain biking. We can't wait to see this one!



Some of ECTS's highlights. At the very top is Knights. Clockwise from the top left: Ecco the Dolphin, Headhunter, Rez, Rocky, Scooty Races and Dinoz.

REMOTE POSSIBILITIES



Listen up, DVD fans! Sony has finally released its official remote for the PS2. Not only does it work better than a lot of those other third-party remotes, but Sony's also comes with a driver upgrade CD that adds lots of new functions to your PS2's DVD player. Triple-speed fast forwarding and slow motion are now available, and you'll even be able to play some of the few DVDs that were previously incompatible with the PS2. The remote can even be used as a wireless controller for those interested, and is also compatible with the PS one. At $20, it's quite a bargain.

OVERHEARD

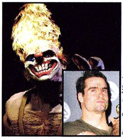
"They are on a death march right now."

—EA chairman Larry Probst gives the *Financial Times* his take on Microsoft's Xbox plans.

DREAM CAST

twisted metal: BLACK

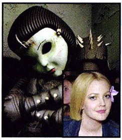
Yeah, yeah, we know. Odds are pretty freakin' slim that we'll ever see a movie version of Twisted Metal: Black. But seeing as how developer Incog Inc. was most inspired by movies for the creation of the game—namely *Se7en, Jacob's Ladder* and *Silence of the Lambs*—we can't help wondering what it might look like to see Sweet Tooth and Co. on the big screen. So, as part of our new monthly Dream Cast, we present our picks for who we wouldn't mind seeing in *Twisted Metal: Black-The Movie*. What would you like to see us cast a movie for? And who would you pick for the roles? Let us know at opm@ziffdavis.com with the subject of DREAM CAST.



Steve Granitz/WireImage.com

Sweet Tooth: Henry Rollins

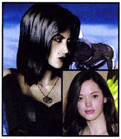
We have it on good authority that rocker Henry Rollins (seen in bad flicks like *The Chase*) is actually a pretty nice guy—but we don't believe it. He's one big hulking maniac. The perfect Sweet Tooth.



Ron Wolfson/WireImage.com

Dollface: Drew Barrymore

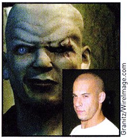
What ever happened to the messed-up Drew Barrymore (*Charlie's Angels*) we knew and loved back in the late '80s? As our pick for Dollface, we'll get a taste of it once more.



Gregg DeGuire/WireImage.com

Raven: Rose McGowan

Did you see Rose McGowan in *Devil in the Flesh*? Talk about wacko! And she actually *dated* Marilyn Manson! In real life. Add the fact that she looks just like Raven, and she's definitely in.



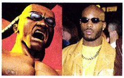
Granitz/WireImage.com

Calypso: Vin Diesel

Vin Diesel recently demonstrated his ability to be a bad-ass in *The Fast and the Furious*. And they don't get much badder than Black's antagonist, Calypso. He's even a big PS2 fan. The role is his.

Granitz/WireImage

Preacher: James Cromwell

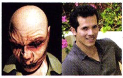


Jeff Vespa/WireImage

Axel: DMX

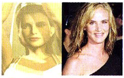
Ausennard/WireImage

Agent Stone: Michael Jai White



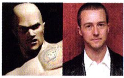
Avik Gilboa/WireImage

No-Face: John Leguizamo



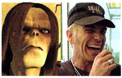
Granitz/WireImage

Bloody Mary: Juliette Lewis



Gilboa/WireImage

John Doe: Ed Norton



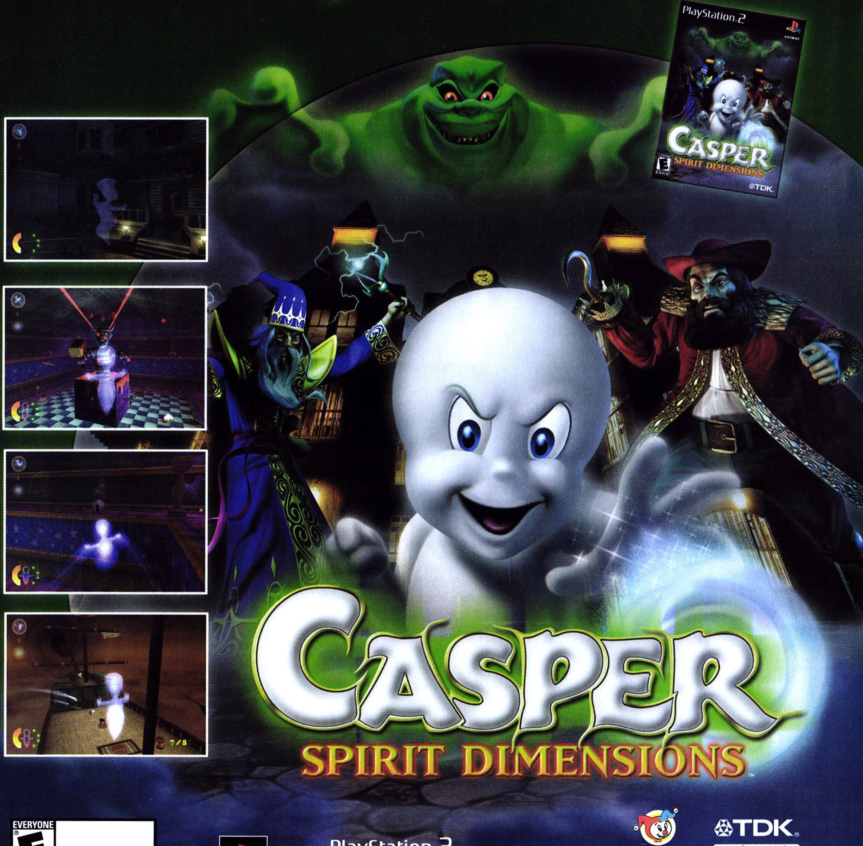
Vespa/WireImage

Billy Ray Stillwell: Billy Bob Thornton

courtesy of WWF.com

Mr. Grimm: The Undertaker

The future of the spirit World lies on your shoulders...



CASPER
SPIRIT DIMENSIONS

EVERYONE
E
CONTENT RATED BY ESRB
Violence

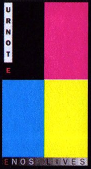
PlayStation 2

www.caspergame.com

HARVEY

TDK mediactive

© 2001 Harvey Entertainment, Inc. "Casper", its logos, all related characters, names and related indicia are trademarks of Harvey Entertainment, Inc. All Rights Reserved. Casper Spirit Dimensions™ & © 2001 Harvey Entertainment, Inc. Source code © 2001 TDK Mediactive, Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

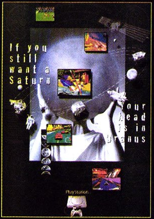


PLAYSTATION YEAR 1

Believe it or not, the PlayStation is now six years old. During the next six months we'll be looking at the most significant events in each year.

"If a computer for work is a workstation," says Ken Kuturagi in Reiji Asakura's extremely lengthy-titled book, *Revolutionaries At Sony: The Making of the Sony PlayStation and the Visionaries Who Conquered the World of Video Games*, "then a computer for play is a *PlayStation*."

The PlayStation project actually began 12 years ago, in October 1989, and it was a far cry from the system that we now know and love. Back then, Kuturagi was an engineer at Sony—and a particularly successful one. He'd already pioneered technology for LCD projection TV screens long before they resided in football-loving guys' dens across America, as well as those dancing lights that we now see on every stereo system. His charge at the time was to work with Nintendo on a project. The task? "Super Famicom + CD = PlayStation."


If you still want a Saturn
your head is in Uranus
PlayStation

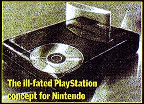
On May 29, 1991, the relationship was suddenly brought to an end, though. Nintendo bosses pulled the plug on the deal and jumped into bed with Philips on the fledgling and ultimately doomed CD/I format—an interactive CD player that would play rudimentary games. Philips was spearheading the CD/I format at the time, but Sony also had a CD/I research team that was developing a product which would compete with Philips' own players. The planned Sony and Nintendo PlayStation device would also be in direct competition with the CD/I players. With this in mind, Nintendo was growing increasingly concerned that its business would eventually be taken over by Sony, as the consumer-electronics giant continued to drive development on the new system. Nintendo and Philips seemed to have a common interest—they were both worried about Sony gobbling up their power and influence—so they joined forces.

Kuturagi was understandably distressed about this. Two years of his hard work had been brought to an abrupt end. The ramifications of the deal falling apart sent shock waves throughout the Sony organization, with the president of Sony Corp., Nirio Ohga, pledging in a management meeting on July 2, 1991, that "we will never withdraw from this business. Keep going!"

Ken Kuturagi

12/3/94 IN JAPAN

Three years later, on Dec. 3, 1994—10 days after Sega launched the Saturn—Sony released the PlayStation in Japan. Although not as highly anticipated as Sega's Virtua Fighter-aided launch, the 100,000 PlayStations that hit stores for 39,800 yen (about $400) sold quickly, thanks in large part to Namco's awesome Ridge Racer.


The ill-fated PlayStation concept for Nintendo

By May 1995, the global buzz about Sony's entry into the video game market had reached fever pitch. The games industry was about to deliver the "next generation," and anticipation about Sony's launch into the U.S. was high. The first Electronic Entertainment Expo (E3), held on May 11–13, 1995, was the place everyone expected Sony to deliver—and so they did.

On the first day of E3, Sega's U.S. boss, Tom Kalinske, announced with much bravado that the U.S. launch of the Saturn would be $399 and that—*shock*—30,000 units were already on their way to stores. The majority of the supply would still be due later in the year, but a lucky few early adopters would be able to get one sooner. This was clearly aimed as a tactic to undermine Sony's announcements. No one was prepared for what happened next.

At Sony's press conference later that same day, Steve Race, the president of Sony Computer Entertainment America, was called to the stage. In Steve Kent's book *The Ultimate History of Video Games*, Race recalls, "I had a whole bunch of sheets of paper in my hands, and I walked up, put them down on the podium, and I just said '$299' and walked off the stage to this thunderous applause."

9/9/95 IN U.S.

Despite the Saturn shipping with Virtua Fighter, the PlayStation was clearly a better deal. On Sept. 9, 1995, the machine hit stores for the promised $299, bundled with a demo disc containing snippets of 12 games. Sony had already sold 100,000 preorders before this date, an amount equal to what Sega had sold of the Saturn in its four-month headstart.

By November, Sega was pleased to announce that it had sold 120,000 Saturns. Sony responded with the news that, aided by excellent games like Ridge Racer, Battle Arena: Toshinden, WipeOut, Twisted Metal and Warhawk, the PlayStation had already sold 200,000 units and was set to have a spectacular holiday season.

Next month: Millions and millions of systems, hundreds of games, and a drop to $199.

WipeOut

Twisted Metal

Ridge Racer

Toshinden

Warhawk

SOLDIER OF FORTUNE
GOLD EDITION

PlayStation®2

PlayStation 2
SOLDIER OF FORTUNE
GOLD EDITION
WARNING!
NEW MULTIPLAYER MAPS
MATURE
M
ESRB

NEW DEATHMATCH MAPS

MATURE M CONTENT RATED BY ESRB
BLOOD AND GORE VIOLENCE

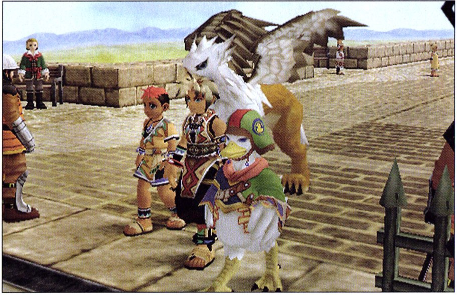
www.majescosales.com

pipedream INTERACTIVE

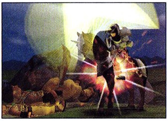
ACTIVISION

RAVEN

Soldier of Fortune® ©1999-2001 Activision, Inc. and its affiliates. All rights reserved. Published and distributed under license from Activision Inc. and its affiliates. Developed by Raven Software Corporation. Soldier of Fortune® is a registered trademark of Omega Group, Ltd. Activision is a registered trademark of Activision, Inc. and its affiliates. This product contains software technology licensed from Id Software, Inc. ("Id Technology"). Id Technology © 1997-2001 Id Software, Inc. Licensed by Sony Computer Entertainment America for use with the Playstation 2 computer entertainment system. All other trademarks and trade names are the properties of their respective owners.© 2001 Majesco Sales, Inc. All Rights Reserved."PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



Suikoden III Revealed for PS2



So which RPG has got just about everyone on staff excited this month? Final Fantasy X, right? Er, no. Believe it or don't, it's Suikoden III, the PS2 sequel to the highly rated PS one cult classics from Konami. On schedule for a December release in Japan, Suikoden III has finally been unveiled, along with a few tasty screens. Details are currently scarce, but the game will be playable at the Tokyo Game Show in mid-October. Be sure to head over to www.playstationmagazine.com during that time for our hands-on impressions!

photo by Granitz/Wireimage

OVERHEARD

"I grew up playing video games. PS2 takes it to the next level."

— Model/actress Carmen Electra

FALSE STARTS

When we reviewed The Lost World: Jurassic Park way back in issue 2, it was hard to imagine that DreamWorks Interactive could ever be much more than a pretty face. The graphics in that game were spectacular, but the gameplay was so terrible that it was the first to ever earn a one-disc rating in *OPM*. With Small Soldiers and T'ai-Fu earning just half a disc more, things looked grim for this big-money developer. It took Medal of Honor to turn things around—but turn them around it did, in a big way. In fact, they've developed only one game since then that *isn't* a Medal of Honor title. And judging from what we've seen so far, things look like they're only getting better. We'll be featuring a similar Cinderella story of gaming every now and then. Got a suggestion? Mail it to us at opm@ziffdavis.com with the subject line FALSE STARTS.

	Title	The Game	The Pros	The Cons
	The Lost World: Jurassic Park 1997 - PS one	You take on the role of one of several carnivorous dinosaurs in this on-rails platform adventure.	Gorgeous graphics; you eat your enemies to replenish health!	It breaks every good rule of platform game design with its terrible controls and collision detection.
	Small Soldiers 1998 - PS one	In an odd departure from the film, all the action in this third-person 3D shooter takes place on the planet Gorgon.	Some nice graphics, an entertaining two-player "Frag Mode."	Poor use of the license, boring levels, nasty controls, and some awful framerate issues.
	Small Soldiers: Squad Commander 1998 - PC	Get this: It's a real-time strategy game, for kids! This one actually *uses* the license...	Simple and manageable, this one hits its target audience well.	Sorely lacking in depth for the older or more advanced player.
	Trespasser 1998 - PC	You play a young woman stranded on "Site B," a second island infested with dinos escaped from Jurassic Park.	Boasts an extraordinarily detailed and realistic physics engine.	That physics engine makes even the simplest tasks hair-tearingly tedious.
	T'ai Fu: Wrath of the Tiger 1999 - PS one	As a kung-fu tiger, you chop-sockey your way through 3D environments.	Nice graphics, lots and lots of moves and combos to learn.	Sloppy controls, bad collision detection, slowdown, poor camera angles.
	Medal of Honor 1999 - PS one	This first-person shooter has players infiltrating Nazi Germany, employing stealth and realistic weaponry.	Extraordinary graphics, phenomenal atmosphere, excellent levels of detail and difficulty.	Weak multiplayer design, with bland levels and restrictive options.
	Medal of Honor Underground 2000 - PS one	Underground takes the Nazi-blasting action to France, in a bigger, deeper adventure.	Everything good from MoH is better, especially the nasty enemy AI.	Multiplayer is still a bit weak, but it's hard to complain when everything else rocks so hard.
	Clive Barker's Undying 2001 - PC	First-person shooter based on the horror of Clive Barker.	Great graphics, exceptional atmosphere, intriguing characters.	Very linear; some odd settings jar players from the horror theme.
	Medal of Honor Frontline 2002 - PS2	Bigger, better, faster, more—plus even deeper story elements and cinematics.	The PS one games already look gorgeous; we can't wait to see this one.	Will they have enough time to devote to the multiplayer aspect this time around?
	Medal of Honor: Fighter Command 2002 - PS2	Players will pilot WWII planes throughout the Pacific arena following the attack on Pearl Harbor.	Will be more of an action game than a simulation, focusing on the excitement and danger of flight.	Much too early to tell, but it could end up being too simple for MoH fans.

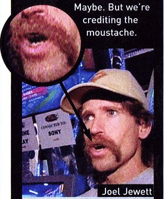
GAME DEVELOPERS*

(*WITH MOUSTACHES)

If you haven't heard of Tony Hawk's Pro Skater, you just haven't been listening. If you haven't played it, you're missing out on one of the finest experiences since video games were conceived. Joel Jewett is one part of the Neversoft triumvirate that can be held fully responsible for Pro Skater's massive success.

Neversoft started way back in 1994, with the development of Apocalypse, which featured actor Bruce Willis. Once the Apocalypse game engine was tweaked and rewritten, it led to the creation of the Tony Hawk engine (also used for the Spider-Man series)—and the company took off.

Now Neversoft is considered at the top of its game, and Jewett is a perfect emblem of that success. Is it his humility? The fact that he's just a really cool guy? Is it the six-foot vert ramp set up in his backyard? Maybe. But we're crediting the moustache.

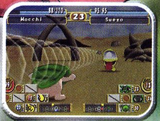


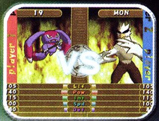
Joel Jewett

Games he's worked on: Tony Hawk's Pro Skater series (multiple platforms), Spider-Man series (multiple platforms), Apocalypse

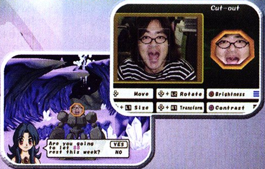
Moustache Rating: **9.5**

PlayStation®2

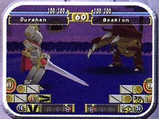

88/110
23
95/95
Mocchi
Suezo

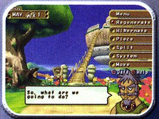

19
MON
player 1
player 2
VS
Lif
Pow
Int
Spd
Def

PictureParadise lets you put your digital image into the game!


Cut-out
Move
Rotate
Brightness
Size
Transform
Contrast
YES
NO

Are you going to let 88 rest this week?


100/100
60
100/100
Durahan
Beaklon


MAY
Menu
Regenerate
Hibernate
Piece
Split
System
Move
Help

So, what are we going to do?

LOOKING TO PICK A FIGHT?

Monster Rancher 3 is back with a vengeance! Endure many hard weeks of training, transforming your monster into a fine-tuned fighting machine. Then enroll your personal gladiators in tournaments, where they battle tooth and claw for supremacy against monsters of rival breeders, or your friends! With its completely immersive breeding system, the ability to generate original monsters from DVD's, CD's and other video games, and the revolutionary new PictureParadise technology, Monster Rancher 3 puts YOU into the game!

Monster Rancher 3

RATING PENDING
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org
or call 1-800-771-3772
for more info.

TECMO 100% GAMES

PictureParadise

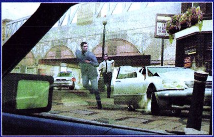
Monster Rancher 3™ and Monster Rancher™ 1997, 1998, 1999, 2000, 2001 Tecmo, LTD. Tecmo® is a registered trademark of Tecmo LTD. Tecmo, Inc. PMB#5553 21213-B Hawthorne Blvd., Torrance, CA 90503. p (310) 944-5005 f (310) 944-3344.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. The PictureParadise logo is a trademark of Sony Corporation.

Armored Core Times 3

Instead of creating yet another upgrade for part 2, From Software is going the extra mile and putting together a completely new Armored Core installment for the PS2. Due out next summer in Japan, the game is said to take inspiration from Konami's Z.O.E.—perhaps making this third outing a bit more enjoyable.

WHAT EVER HAPPENED TO...

THE GETAWAY



Ever see a game that looks really cool but then fades from the spotlight without explanation? A game that will be big news, but then will go months without a single word said about it? Well, we've decided to devote a spot to highlighting games that have fallen off the radar. This month, we turn to Sony Europe and The Getaway.

Rarely do games receive as much attention as The Getaway did when it was first announced last year. Entirely due to its visuals (we even went so far as to call it "The Coolest-Looking Game Ever!" on our June 2000 cover), The Getaway certainly wasn't lacking in the hype department.

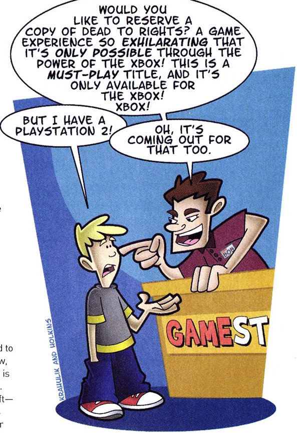
But ever since its early showings, updates have pretty much tapered off to nothing. No new shots, no new details. Nothing at all.

So what the heck happened? Well, according to sources inside Sony, the game was a little too ambitious for its own good. Having already cost a staggering $5 million, The Getaway has turned into a massive time and money bleeder. To help offset this, Phil Harrison, senior VP of development for Sony Computer Entertainment Europe, recently merged SCEE's Camden Studio (Dropship) with Soho (The Getaway guys), but it looks like it won't help get the game going anywhere anytime soon.

The Getaway likely won't be ready until next summer now (that's also assuming SCEA doesn't stall on a U.S. release). That's a shame—but here's hoping the extra time will mean extra quality.

Caught in the Exclusives Game

With the console platform wars starting to heat up, *exclusive* is a word you're going to see thrown around by companies more and more often. *Exclusive* this, *exclusive* that—you'll even see *exclusive* sequels on one platform to *exclusive* games on another. It's gonna get confusing, that's for sure. So what's the deal with all these exclusives? What's the point? And what the heck does *exclusive* mean anyway?



WOULD YOU LIKE TO RESERVE A COPY OF DEAD TO RIGHTS? A GAME EXPERIENCE SO EXHILARATING THAT IT'S ONLY POSSIBLE THROUGH THE POWER OF THE XBOX! THIS IS A MUST-PLAY TITLE, AND IT'S ONLY AVAILABLE FOR THE XBOX! XBOX!
BUT I HAVE A PLAYSTATION 2!
OH, IT'S COMING OUT FOR THAT TOO.
BOB
GAMEST
KRAHULIK AND HOLKINS

ex•clu'sive (ĭk sklo͞o sĭv)
adj. 1. Not divided or shared with others

Taken in the context of video games, exclusive means "limited to one platform." Which, in the video game world, as we all know, is a big deal. Having a big-name title on one specific platform is often reason enough to purchase that system over the others.

Knowing this, the Big Three—Nintendo, Sony and Microsoft—are all trying to land games exclusively on their platforms. As you've probably heard, Sony has secured titles like Metal Gear Solid 2 and Virtua Fighter 4 for the PS2, and Microsoft has games like Dead or Alive 3 and Dead to Rights for the Xbox.

So if you want to play Dead to Rights, you'll only be able to play it on the Xbox, right? Uh, nope. See, many of the so-called exclusives you'll hear about aren't exclusive at all. Take Dead to Rights, for example. Despite being called an Xbox exclusive, the game is coming to the PS2 just three short months after the Xbox version hits—a little fact that Microsoft probably doesn't want you to know. And MGS2, despite being a PS2 exclusive, will likely land on the Xbox at some point (although it won't be for a long while—at least Sony was smart enough to lock it in for a full year).

In fact, almost every "exclusive" game is destined to land on other platforms. These days, companies can't afford to limit their titles to only one system. Developers want, er...*need* as much cold, hard cash as possible to offset fast-rising development costs. And that's great news for PS2 owners, since the console already has a massive user base.

That's also why most of Xbox's "exclusives" are now headed to Sony territory, including Malice, DOA3 and Enclave. The PS2 will also play host to a fine array of "exclusive to Xbox" Sega games like Jet Grind Radio Future and Panzer Dragoon. "We never used the word 'exclusive,'" Sega of America president Peter Moore told us. "They're only *premiering* on the Xbox."

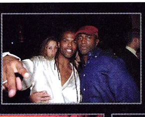
> **"We never used the word 'exclusive.' They're only *premiering* on the Xbox."**
>
> **—Peter Moore, president, Sega of America**

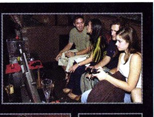
The exclusives battle is only going to heat up in the months to come. The next Resident Evil looks set to land on Nintendo's GameCube first, and Dino Crisis 3 will likely grace the Xbox before PS2. But take heart, PS2 fans—we might not get to play *every* game first, but we will get to play *most* of them at some point. And that can't be said for the other two platforms, which won't be getting some stellar titles like Final Fantasy X, um, ever.

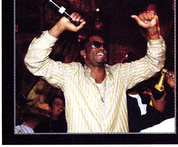
So is there such a thing as an exclusive? Well, yes. Some games really, truly are platform-specific, but those mostly come from internal-development studios. Just as you'll never find a Mario game on the PS2, you'll never see a Twisted Metal on the GameCube. And that's yet another reason to get all smug about being a PlayStation owner. Simply said, no other platform has as many *true* exclusives. Nintendo has Mario, Metroid and Zelda. Xbox has, uh...Munch? But we've got, to name just a few, Ico, WipeOut, PaRappa, Gran Turismo and Syphon Filter, from Sony developers like Naughty Dog and Polyphony Digital. Seems that being a PlayStation fan is the best kind of exclusive after all.

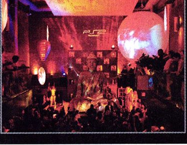
P. Diddy's PS2 Party

On the night before MTV's Video Music Awards in New York, Sony and P. Diddy teamed up for a massive pre-show bash for all the guests. In attendance were such well-knowns as members of The Backstreet Boys, *NSYNC, Gwen Stefani, Usher, O-Town, Nelly and more.



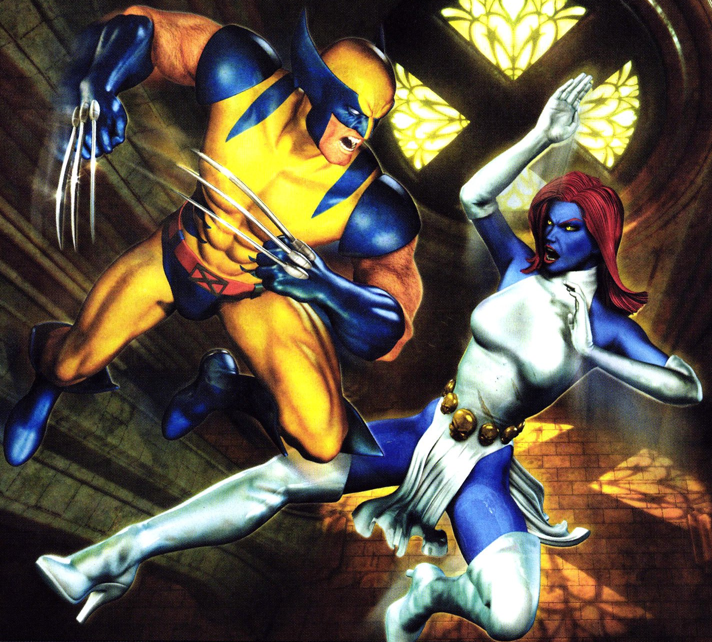


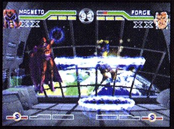




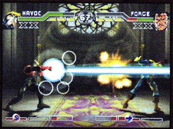
All photos by Wire Image/Kevin Mazur except top right, by Wire Image/Larry Busacca

TAKE FIGHTING TO NEW HEIGHTS

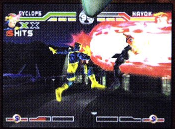




Fight as 10 X-MEN from the original roster and 6 new X-MEN: Rogue, Nightcrawler, Havok, Forge and 2 secret characters.



Perform signature mutant moves—even stunning aerial combat—in 10 of the original arenas, plus 6 new locations.



Go solo or take on a friend as you fight to dominate the arena. Enjoy 4 modes of play: Academy, Training, Arcade and Versus.

X-MEN® MUTANT ACADEMY™ 2

PlayStation®

MARVEL
www.marvel.com

PARADOX

EVERYONE
E
CONTENT RATED BY ESRB
Violence

ACTIVISION
activision.com

MARVEL and X-MEN: TM and © 2001 Marvel Characters, Inc. All rights reserved. Published and distributed by Activision, Inc. and its affiliates. Activision is a registered trademark of Activision, Inc. and its affiliates. © 2001 Activision, Inc. and its affiliates. Developed by Paradox. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved. All other trademarks and trade names are properties of their respective owners.

Clish MacLaver's GOSSIP GOSSIP

Gossip, rumor and scandal. Gaming's biggest secrets dug up and served with gravy.

I come across great rumors all the time thanks to my network of pals and my ability to drink like a fish while speaking to game-industry windbags. But what about you? If you know any gaming gossip, drop me a line and dish the dirt so I can share the wealth. Send your notes to clish_maclaver@ziffdavis.com. I'd love to hear from you.

Doom 3 Cometh

PC gamers have been champing at the bit with excitement over **John Carmack's upcoming sequel to Doom,** which promises fabulous visuals along with gameplay that pushes the first-person shooter genre way beyond the usual Quake or Half-Life clones. Why am I telling you this? Because these games are no longer exclusively designed for 3D accelerated PCs with ludicrous setups. Thanks to Activision, Doom 3 will be shared with the rest of us. I've no idea when it'll be out, but I'd imagine that by next summer we'll get to see some early preview screens of it. It seems **Activision has the market cornered on cool shooters** now—especially with **Return to Wolfenstein** on the cards too.

I Have A Need. A Need For Speed. On PS2.

We've all been wondering for a while what was going on with the Need For Speed franchise. The series was somewhat stifled in its Porsche Unleashed guise, and we've not heard a peep out of EA about upcoming games. After asking all kinds of people, I finally found someone who admitted he'd seen the project and that it, predictably, looks "awesome." There's no word yet on what form it will take, but I sincerely hope everyone concerned realizes what a fabulous formula they'd stumbled upon with **High Stakes** and chooses to develop the game in that direction. It seems certain that the game will also return to the **more conventional selection of vehicles,** rather than sucking up to one particular manufacturer.

Bizarre Back On PS2

Sticking with the driving genre, I learned this month that **Bizarre Creations is currently beavering away on a secret project for the PS2**. After creating the definitive Formula One game for Psygnosis back in the early days of PS one, the team has strayed a little in recent years. MSR on the Dreamcast was OK, but not wonderful, and Bizarre has since been working on the Xbox version, Project Gotham, which is hardly groundbreaking. The PS2 game is rumored to be a completely new franchise, although it will apparently be based on licensed sports cars, **much like MSR.**

Fast And Furious New Car Game

Given the unprecedented success of the movie *The Fast and the Furious*, it's surprising that a game tie-in hasn't been announced yet. Both Midnight Club and Tokyo Xtreme Racer Zero managed to benefit nicely from the hype of the movie (TXRZ even had the trailer on the disc), but now, with news of an impending sequel, I've heard rumors from multiple sources that **a developer is working on a game that will no doubt end up wearing the moniker** of the movie in time for the sequel's release. Expect something that also captures the criminal aspects of the film as well as the hot-rod racing. Prepare yourself for plenty of images of **Vin Diesel** cropping up too.

> **"Liquid Snake's personality takes over Ocelot through residual DNA somethingorothers"**

BITS AND BOBS

I've mentioned this a few times, but I'm still getting word about Half-Life 3 even before Half-Life 2 is out! The second game has been in development for three years already, and will explain why the aliens came to Earth in the first place. In Half-Life 3, I'm informed that the hero of the first game returns, but this time he's a bad guy. • Sega and Namco are teaming up for another gun-shooting game. Now that WOW Entertainment has finished Vampire Night, the team is working on a game based on the Japanese anime Lupin. For those who don't know the series, Lupin follows an adventurous thief who travels the world in search of money and fame. • Universal Interactive is working on an Incredible Hulk game, set to coincide with the release of Ang Lee's new movie next year.

METAL GEAR SOLID 2 WATCH

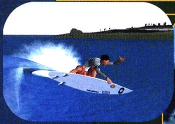
SPOILER ALERT! SPOILER ALERT! SPOILER ALERT! DON'T READ THE FOLLOWING IF YOU WANT THE GAME TO BE A SURPRISE!

This is the last MGS2 Watch that we'll be bringing you. Next month we'll have every scrap of info we can find for our cover story, which is set to coincide with the game's release date in November.

Solid Snake is dead; the guy in the game is a genetically engineered clone. • The girl with the railgun who appeared in the second video is called Fortune. She has no combat training, but is a major force on the battlefield. She's called Fortune because she's so lucky in combat—bullets can't hit her, and grenades thrown at her don't explode. She uses up all her luck in battle, though, so in her civilian life she's very unlucky (she loses relatives and loved ones, and really bad things keep happening to her). As you could imagine, she's one pissed-off lady. She also can't aim a gun properly, so that's why she has the biggest, baddest gun in the game. • What the hell is up with Ocelot? Why does he have two hands again? Why is he acting so weird? Apparently the "new" hand belongs to the corpse of Liquid Snake. Whenever Solid Snake comes near Ocelot, Liquid Snake's personality takes over Ocelot through residual DNA somethingorothers from Liquid's old arm. Ocelot spends much of the game fighting the duality, and consequently ends up seeming to be completely barking mad for the majority of the proceedings. • Maybe you know, maybe you don't, but all the game's cutscenes have an active camera, so you can zoom in and look around and stuff. • As I've reported before, Hideo Kojima has said that this is to be his last Metal Gear game (there may be more, but he won't be involved), and his next project is probably going to be a far less action-oriented game based around some kind of father and son relationship.

Sunny Garcia Surfing

SURF LIKE THE PROS



Suit up as World Champion Sunny Garcia or 7 other World-Class Surfers such as Cory Lopez, Shea Lopez, Shane Beschen and more.

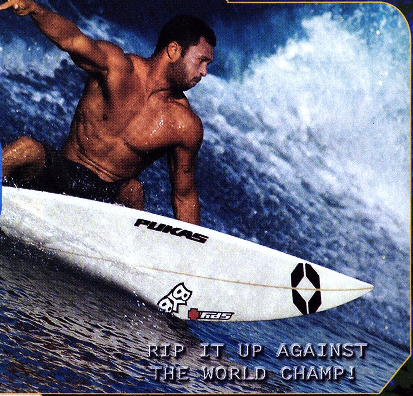
INSANELY REALISTIC WAVES & MOVES

Harness the power of PlayStation®2 computer entertainment system as you surf with exclusive WTS 3.0 Simulation (Wave Technology System) and pull off each surfer's signature moves with sick style through proprietary VMC Technology (Video Motion Capturing).

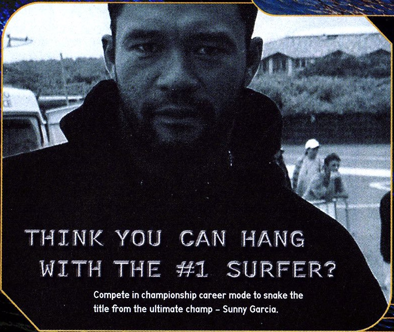
PADDLE OUT SOLO OR WITH FRIENDS

52530
00.58
27299

7 modes of gameplay offer up endless hours of single and multi-player action.



RIP IT UP AGAINST THE WORLD CHAMP!



THINK YOU CAN HANG WITH THE #1 SURFER?

Compete in championship career mode to snake the title from the ultimate champ – Sunny Garcia.

Northwest Swell... 6 to 8 Foot...
Off-Shore Winds... Barreling!
It's time to grab your stick and get ready to go off! Sunny Garcia Surfing captures the true essence of surfing as you travel the world in search of the perfect wave. Drop in on a gnarly Fiddlesticks 30-footer or have crazy fun sessions with Sandy Beach's 3 to 4 Foot sets. Packed with ultra-realistic moves, you'll be stoked as you link together all of today's sickest surfing tricks including round-house cutbacks, lippers, floaters, barrel rides and unreal airs.
SO GRAB YOUR 6'7" SQUASH TAIL AND RUSH IT!
SUNNY GARCIA SURFING IS THE ULTIMATE SURFER'S DESTINATION.

SHANE BESCHEN
AIRWALK AIR
AT SANDY BEACH

KROME STUDIOS

RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for more info.

BYB BACKYARD BOARDS

LOPEZ brothers

...lost

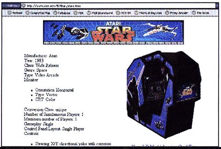
SPY

NO FEAR

FCS

PlayStation 2

Ubi Soft Entertainment
www.ubisoft.com



Manufacturer: Atari
Year: 1983
Class: Wide Release
Genre: Space
Type: Video Arcade
Monitor

- Orientation: Horizontal
- Type: Vector
- CRT: Color

Conversion Class: unique
Number of Simultaneous Players: 1
Maximum number of Players: 1
Gameplay: Single
Control Panel Layout: Single Player
Controls

- Steering: X/Y-directional yoke with common

Bookmarks

www.klov.com
The Killer List of Videogames [sic] boasts a mind-bogglingly huge selection of old-school arcade info, from shots of the cabinets to painstaking details about the technology, gameplay and associated titles. Rock!

www.liquid.se/pong.html
It's 3D Pong. Sounds simple, right? Go try it, tough guy. Just don't come whimpering to us when you can't beat the computer.

www.casketfurniture.com
In addition to building affordable caskets, these folks make furniture that can be used as a final resting place once your time is up. Are they legit? Who can tell?

www.goldengatetunnel.com
Fun for San Franciscans and, well, anyone. Hint: Read the *entire* site, especially the FAQ.

www.smallball.com
Create and manage your own baseball team on the Web. For Windows only, sadly.

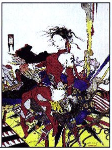
www.goodfellasweb.com
Click over to the Information link and then to Lingo. Within you'll discover a definition for every gangster term we've ever heard. Fun for reconstructing your Family vernacular.

www.scea.com/underground
It's the PlayStation Underground, now coming to you bimonthly (and soon, monthly!) with your dose of *OPM*. Drop 'em a line to let 'em know you care.

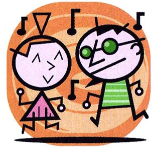
www.findagrave.com
To continue with the morbid theme established with casketfurniture.com—find out where famous dead folks are right now.

www.upromise.com
We need to preface this by saying this is not any kind of endorsement. We just found this site that lets you save for a child's college education (or your own!) through "points" programs with retailers and credit-card companies. It sounds almost too good to be true, but check it out yourself.

AMANO DOES MARVEL



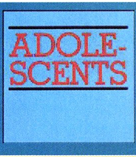
They're described as "the world's sexiest superheroes." While that may be up for debate, it's certainly true that there's something special about both Wolverine and Elektra. So it's no surprise that Marvel decided to develop an "illustrated prose project" centered around the two. What might be surprising for some is that Yoshitaka Amano, longtime artist for the Final Fantasy series, has signed on to do the art for *Elektra & Wolverine: The Redeemer*, developing full-page illustrations to run opposite prose text by critically acclaimed novelist and comic author Greg Rucka. (Fans of Neil Gaiman's *Sandman* comic may be aware that Amano also illustrated that series' most recent graphic novel, *The Dream Hunters*.) The story will pit the two heroes against each other when Elektra is hired to assassinate a powerful scientist. Before she can flee the scene, the scientist's daughter appears, and Elektra resolves to do away with the only witness. There's just one problem: Wolverine has been hired to protect her. Check out this cover art above for a small taste of the action, and check your local comic shop for more.



Sound Station

By John Scalzi

Hey kids! You ready to kick it old school? We've got some searing slabs of punk and metal from the days of Rubik's Cubes and Members Only jackets—all featured on the THPS3 soundtrack.

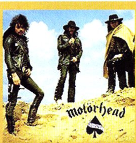


Adolescents: *Adolescents*

Frontier Records
Featured In: Tony Hawk's Pro Skater 3

Boy, if a band ever lived up to their name, it's the Adolescents: super-snotty Orange County punk that's all about hating and distrusting everybody and everything, with just the right amount of self-loathing tossed in for total legitimacy. Blast through "I Hate Children" or "L.A. Girl" and you know you've found a veritable gold mine of alienation. Oh, to be a Californian punk in 1981! It's all theme parks and Taco Bells there now.

Final Score ●●●●



Motorhead: *Ace of Spades*

Metal-In Records
Featured In: Tony Hawk's Pro Skater 3

Galloping skank metal at its finest—this is the album that put Motorhead on the map and set down the blueprint that other bands like Metallica rode to glory. Trundling through Western-inspired metal tracks like "Ace of Spades" and "Shoot you in the Back" is like putting your head on the train tracks and waiting for the Super Chief to come chugging down the line, and "(We Are) The Road Crew" is metal's best paean to roadies.

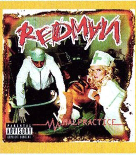
Final Score ●●●●

The Red Hot Chili Peppers: *The Uplift Mofo Party Plan*

Capitol Records
Featured In: Tony Hawk's Pro Skater 3

Mofo features the astringent guitar stylings of the ill-fated Hillel Slovak lacerating his way through 12 finely balanced tunes, from the thunking shout-out of "Fight Like a Brave," to the send-up cover of Dylan's "Subterranean Homesick Blues." The only flop here is the minor hit, "Behind the Sun," which sounds like the Peppers doing the soundtrack for a Kool-Aid commercial. Other than that, though—mighty tasty.

Final Score ●●●●

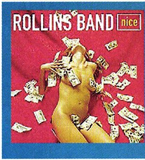


Redman: *Malpractice*

Def Jam Records
Featured In: Tony Hawk's Pro Skater 3

Malpractice lives up to its title: While it has some anthropological value as a prime example of the sort of rap album that makes middle-aged white Republicans quiver in their expensive socks, what with all "N" words and "MF" words and blunt smoking and whatnot, as music it's pretty stupid and pointless. The album also features comedy "skits" that you might find amusing if either your age or IQ is hovering near 12.

Final Score ●



Rollins Band: *Nice*

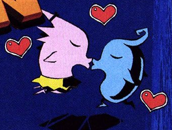
BMG Records
Featured In: Tony Hawk's Pro Skater 3

I want to like *Nice* more than I do, because I personally think Henry Rollins is, like, supercool. For all that, *Nice* is merely...nice: It's got the thundering rock of "One Shot," and some stabs at bluesy rock in "Up For It" and "Let That Devil Out," but it doesn't really gel into one kick-ass album. On the other hand, who among Rollins' contemporaries has his range? See, even now, I'm making excuses!

Final Score ●●●

John Scalzi has been reviewing albums since the Chili Peppers were on their first guitarist. Visit him at www.scalzi.com or he'll tell everyone about your secret stash of girlie magazines. Don't think he won't.

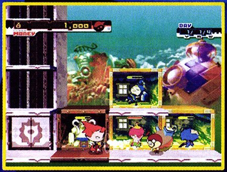
ONE PIECE MANSION™



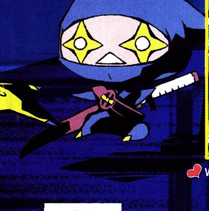
THERE GOES THE NEIGHBORHOOD!

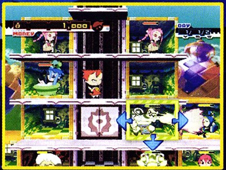
ONE PIECE MANSION
PlayStation
CAPCOM
EVERYONE
E
ESRB

IT'S NOT EASY BEING THE LANDLORD OF THE ONE PIECE MANSION. IN THIS WACKY PUZZLE GAME IT'S YOUR JOB TO MAKE SURE LIFE RUNS SMOOTHLY. BUILD UP YOUR MANSION AS HIGH AS YOU CAN, RAISE THE RENT AND COLLECT MORE MONEY. BUT, IT'S ALSO UP TO YOU TO KEEP EVERYBODY HAPPY, HAPPY, HAPPY... OR ELSE THEY'LL MOVE AND SKIP OUT ON THEIR RENT. CAN A SUMO WRESTLER, NEWLYWED COUPLE, CAT LADY, STUDENT AND MORE REALLY GET ALONG? IT'S GOING TO TAKE SOME SERIOUS SKILL TO KEEP THE PEACE AND MAKE SURE LIFE AT THE ONE PIECE MANSION REMAINS STRESS FREE!

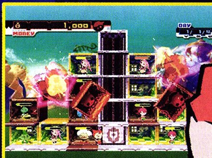


Keep the Peace Among Your Tenants in Order to Make More Money and Add to Your Mansion





Wacky Gameplay that Will Leave You Frantic!



A Puzzle Game Full of Crazy Tenants!

PlayStation

EVERYONE
E
CONTENT RATED BY ESRB
COMIC MISCHIEF

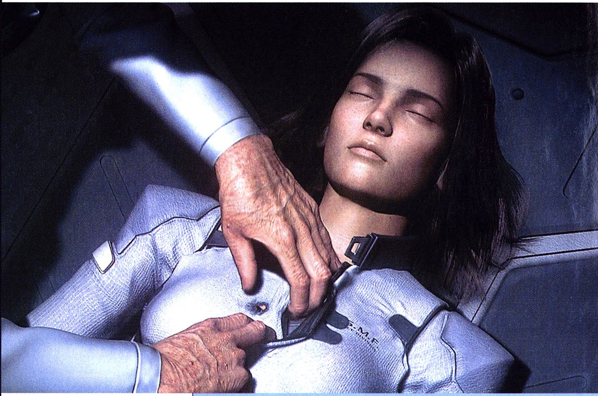
CAPCOM.COM
DEALS · STORE · GEAR · CAPCOM EDGE · GAMES · PREVIEWS · ART · NEW RELEASES · NEWS

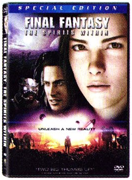
CAPCOM

© CAPCOM CO., LTD. 2001 © CAPCOM U.S.A., INC. 2001 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. ONE PIECE MANSION is a trademark of CAPCOM CO., LTD. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

DVD Reviews

by John Scalzi





STARRING:
Ming Na, James Woods

FINAL FANTASY: THE SPIRITS WITHIN: SE

The graphics: Amazingly great, the sort of eye-popping stuff you just want to stare at over and over. Aki: The first entirely computer-generated woman you don't feel too freakishly geek-like to admit you find hot. Story: Weird sci-fi earth-hugging barf. But what a view. The DVD is a bundle of fun, too—features spanning two discs include commentary from the director, key artists and the composer, an interactive documentary, alternate scenes and minimovies, the ability to edit a scene from the film, and tons of production, character and design info. Worth getting for the DVD toys alone, and for the staring. Remember to blink.

Movie Score ●●● **DVD Extras Score** ●●●●●

BEASTMASTER: SE

(Eric Singer, Tanya Roberts)

This would be the film that would have got my vote for "'80s Flick Least Likely to Require a Special-Edition DVD," but I guess that's why I'm not a VP of marketing somewhere in Hollywood. Marc Singer, king of '80s B-movies, runs around with a sword and a spray-painted tiger to avenge the destruction of his village or something like that. You probably saw this on TNT when you were 10 and had no critical discrimination to alert you it was crap (this is my personal excuse for enjoying it). Features director commentary, which, all things considered, should be a hoot.

Movie Score ●●
DVD Extras Score ●●

BRIDGET JONES'S DIARY: SE

(Renée Zellweger, Hugh Grant)

Renée Zellweger puts on 20 pounds and a British accent to play a 30-ish woman trying to figure out her life. No, no, don't run away, it's actually pretty good, not in the least bit thanks to co-screenwriter Richard Curtis, one of the more dependably witty writers in movies today (he did *Four Weddings and a Funeral*). Besides, Zellweger is delightful, and Hugh Grant is, too (he gets to play a cad for once). It's a "date DVD" if there ever was one. DVD extras are fair enough: There's director com-

DVD News

1.21 GIGAWATTS

In a recent interview with BTTF.com, *Back to the Future* producer Bob Gale confided that we may see DVD versions of the beloved trilogy as early as next year. Apparently Universal is waiting for a foreign DVD publishing-rights deal to expire before releasing their highest-profile products. Gale said he believes the deal expires at the end of this year, and expressed fervent interest in releasing special editions, though he was quick to point out that "there's no set plan yet, or budget."

LEST WE FORGET

With this past year's war-film glut, it's no surprise that Fox is planning to release nine of their own films on DVD under the heading of Fox War Classics. These will include rereleases of *The Longest Day, Patton, The Thin Red Line, Twelve O'Clock High* and *Von Ryan's Express.* Also included will be the first-ever DVD releases of *Guadalcanal Diary, The Halls Of Montezuma, A Wing And A Prayer* and *The Young Lions.* The entire line will release on Nov. 6 with an MSRP of $19.95 each.

SQUEAKY WHEELS GET THE GREASE

We're not sure if it was the online petition we talked about last month that got this going, but Warner Home Video recently announced that they will in fact be releasing a widescreen version of *Willy Wonka and the Chocolate Factory 30th Anniversary Special Edition.* From what we can tell, everything except the aspect ratio is the same as the originally announced version. It'll hit retail on Nov. 13 for $24.98.

I KNOW KUNG FU

Now that *Matrix Reloaded,* the sequel to *The Matrix,* has been delayed until 2003, we're just going to have to keep rewatching our Special Edition DVDs to get our *Matrix* fix. Or are we? Warner Home Video has announced that they will be releasing *The Matrix Revisited* on Nov. 20 for $19.95. Contrary to the impression the name (and the price!) might give, this is *not* a rerelease of the film. Instead, it's an extensive collection of supplemental material. The package is slated to include, among other things, a behind-the-scenes featurette on *Matrix Reloaded;* interviews with *Matrix* fans; a fight choreography featurette with Wu Ping; a music montage with never-before-seen footage—plus, a sneak peek at the new Matrix.com site exclusively for DVD-ROM users. Head over to thedigitalbits.com and check the news posting for 8/22/01 for a link to a trailer.

mentary, a couple of music videos and a movie trailer.

Movie Score ●●●●
DVD Extras Score ●●◖

CATS & DOGS: SE

(Jeff Goldblum, Sean Hayes)

OK, here's my problem with this flick: If cats and dogs really were super-intelligent, do you think they'd really be fighting each other—or going after the people who removed their sexual organs? Yeah, that's what I think, too. That objection aside, it's a cute film, and what's not to like about ninja cats and secret-agent dogs? DVD extras are light but feature one nice touch: two audio commentaries...one from the cats, and one from the dogs. Cute, right?

Movie Score ●●●
DVD Extras Score ●●◖

DOCTOR DOOLITTLE 2: SE

(Eddie Murphy, Lisa Kudrow)

I can't imagine that when he was the biggest star on the planet in the '80s, Eddie Murphy would have expected he'd be spending this part of his life genially remaking cheesy '60s comedies—and then making sequels to those remakes. But better this than *Harlem Nights 2*. This time around, Murphy tries to get two kvetching bears to mate to save some woodlands. Yes, Eddie Murphy, sex counselor to the ursine world. Great career move, Eddie! DVD Extras aren't bad: director commentary, a couple of bear documentaries, extended scenes and music videos.

Movie Score ●●●
DVD Extras Score ●●●◖

FREDDY GOT FINGERED: SE

(Tom Green, Rip Torn)

Many people believe that this is perhaps the worst film ever released by a major movie studio. I think that may be too limiting. This is perhaps the worst film ever released by a chordate. Tom Green, who is one of those people who makes you hope for a fortuitous combination of a banana peel and a wood chipper, flounces around performing allegedly amusing tricks like licking scabs, swinging newborns from the umbilicus, and splashing co-stars with elephant spoo. The DVD comes with a laugh track. It doesn't help. Also director commentary, deleted scenes and a "PG version" which is three minutes long.

Movie Score NO DISCS
DVD Extras Score ●●●

MONTY PYTHON AND THE HOLY GRAIL: SE

(John Cleese, Michael Palin)

You're banging two coconuts together! What is the air-speed velocity of an unladen swallow? And the number of the counting shall be three! I'm not dead yet! Help, I'm being repressed! And there was much rejoicing! If you followed any of the above, I don't know why you're not lining up outside the DVD store *right now* to get this one. Amusing DVD extras include audio tracks by the Pythonites, "How to Use Your Coconuts" educational film, sing-alongs and 24 seconds of previously unseen footage!

Movie Score ●●●●●
DVD Extras Score ●●●●

THE MUMMY RETURNS: SE

(Brendan Fraser, The Rock)

Get ready for more utterly nonsensical fake Egyptology involving evil mummies, armies of the undead, and professional wrestler The Rock running around with a computer generated lobster tail coming out of his ass. But what the heck, it's fun anyway, and I'm continually amazed at how much I'm amused by Brendan Fraser. It's something latent, I'm sure. DVD extras include outtakes, music videos, "Egyptology 101" and an interview with The Rock. He's great with lemon butter!

Movie Score ●●●
DVD Extras Score ●●●

SNOW WHITE AND THE SEVEN DWARFS: SE

Disney's marketers are prone to calling every animated feature of theirs a "masterpiece," even the unmitigated crap like *The Fox and the Hound*, but in this case it's absolutely true. *Snow White* is the very first full-length animated film, and while it plays a little slow today, in 1937 it was a lightning bolt. Serious animation buffs should buy this for the DVD extras, spread across two discs, which include commentary from Walt himself (recorded before he died, duh) and scads of historical stuff like abandoned storylines, deleted songs, related animated shorts, features on the technological and artistic challenges of creating the films, and so on. A must-have for animation fans.

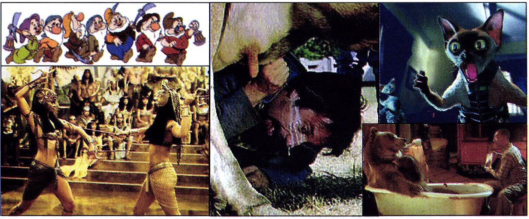
Movie Score ●●●●●
DVD Extras Score ●●●●●

THE TERMINATOR: SE

(Arnold Schwarzenegger, Linda Hamilton)

The movie that made Ah-nold a star (*Conan the Barbarian* just proved he looked buff in a loincloth) and gave James Cameron a career. The movie is, I think, slightly overrated, but it does show how much action Cameron was able to eke out of a clearly limited budget. And Arnold, of course, is excellent as a humorless monotone android. Good DVD features: commentary by Cameron, deleted scenes (also with commentary), script-to-screen comparisons, storyboards and a retrospective on the film.

Movie Score ●●●◖
DVD Extras Score ●●●●



Clockwise: Snow White and the Seven Dwarfs, Freddy Got Fingered, Cats and Dogs, Doctor Doolittle 2, The Mummy Returns

Maul Rats Rejoice

Let's deal with the main complaint about *Star Wars: Episode I—The Phantom Menace* and no, it's not about Jar Jar. It's the fact that after nearly two decades, George Lucas finally gave us a new Star Wars film—and it wasn't all that good. This is true, but the real question is: Is it really any worse than the originals? Check out the acting in *Star Wars*, or the Ewokiness of *Jedi* and you'll realize that the Star Wars label is not your assurance of (forgive the pun) stellar filmmaking. Yes, *Empire* is actually a good film. But it's so depressing. I say, enjoy Star Wars films for what they are: eye candy! With effeminate robots!

Lucas' excuse for not putting *Episode I* on DVD earlier is related to the eye-candy theory: He wanted to add some really nice visual goodies for the fans. To his credit, this DVD package delivers. There's the film, and Lucas and the principals of his creative staff (Rick McCallum, Ben Burtt, Rob Coleman, John Knoll, Dennis Muren and Scott Squires) provide commentary, which will no doubt be like gold to the fans. But the big draw is that the Lucasfilm crew went back and fleshed out seven deleted scenes for the DVD release, adding special effects and what-not to bring them up to release quality.

Star Wars: Episode I—
The Phantom Menace
Street Date: 10/16/2001
MSRP $23.95

On top of this there's a documentary following the creative crew during the initial production, augmented with a "made-for-the-Web" documentary that originally aired in segments on the Lucasfilm Web site; five features on storyline, design, costumes, visual effects and fight sequences; tons of production art, marketing posters and art; trailers, TV spots and even a documentary on making the PS2 game Star Wars: Starfighter. We're talking eight hours of stuff, total. Just about the only thing that's missing is the bootleg "Episode 1.1," (perhaps better known as "The Phantom Edit" which a fan created to make Jar Jar less hateful to everyone over the age of eight. A shame, that.

DVD Releases

11/2/2001
Shrek

11/6/2001
A Muppet Family Christmas
Dr. Zhivago
Empire of the Sun
Luc Besson 6-Pack
Star Trek: Director's Ed.

11/13/2001
America's Sweethearts
Diary of a Sex Addict
The Toy

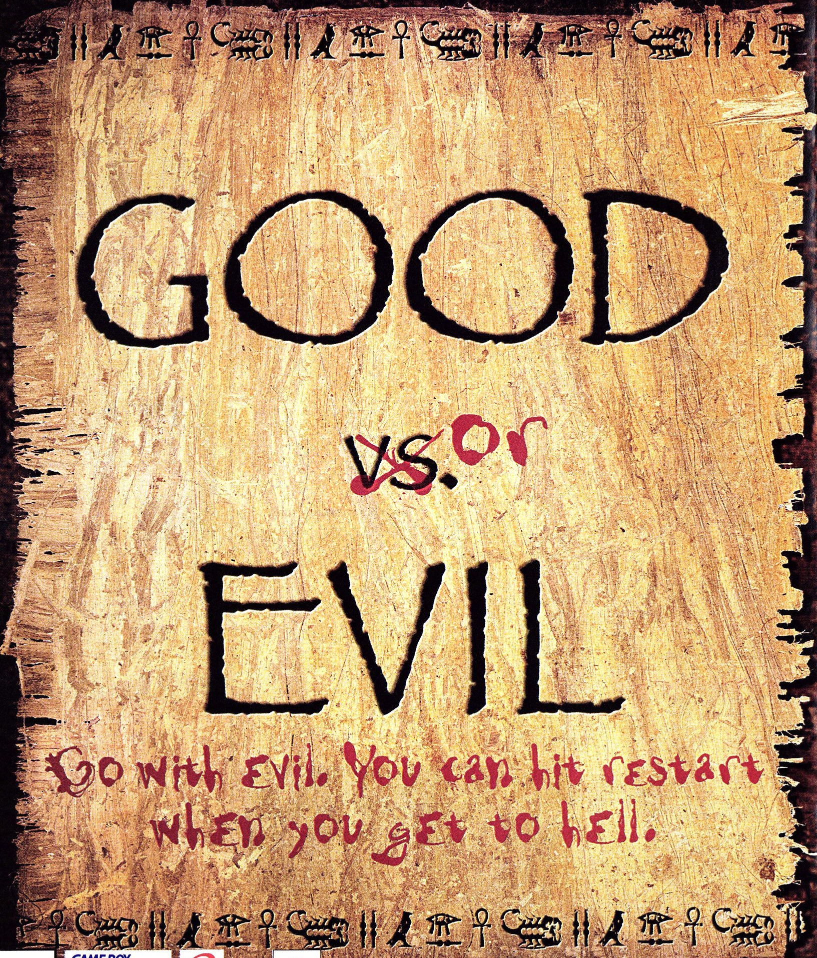
11/20/2001
Apocalypse Now Redux
Best of Friends, Vol. 1-4
Dr. Seuss' How the Grinch Stole Christmas

11/27/2001
Scary Movie 2
Willow: SE

12/4/2001
Pearl Harbor 60th Anniv. Commemorative Ed.

12/19/2001
Princes Mononoke

Shrek
"Two BIG Thumbs Up!"
Grinch
Doctor Zhivago
Empire of the Sun


GOOD
~~VS.~~ or
EVIL
Go with Evil. You can hit restart when you get to hell.

TEEN T CONTENT RATED BY ESRB

Violence

GAME BOY COLOR

BLITZ GAMES

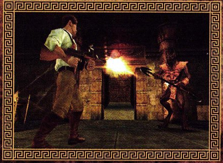
PlayStation 2

UNIVERSAL

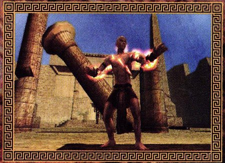
UNIVERSAL
INTERACTIVE STUDIOS

www.universalinteractive.com

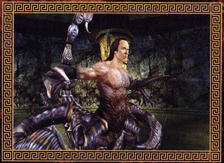
Wanna be bad? Good. In The Mummy Returns video game you can be heroic Rick O'Connell or evil Imhotep. But either way you'll be facing pygmy mummies, Anubis warriors and mummified baboons, bringing all the soul-sucking fun of the movie to life in eye-popping next-gen graphics. Survive all that, and you get to battle the Scorpion King. Pray there's an afterlife.



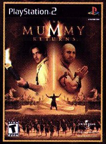
As Rick O'Connell you'll have a cool arsenal of swords, shotguns and revolvers.



As Imhotep, you'll use brute strength and have the awesome power to cast spells.



Your quest to defeat the Scorpion King takes you to London, Cairo, and the Hamunaptra ruins.



THE MUMMY RETURNS

www.mummyreturnsgame.com

"The Mummy Returns" interactive game © 2001 Universal Interactive Studios, Inc.™ Universal Studios. Licensed by Universal Studios Licensing, Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. © 2001 The Blitz Games logo is a registered trademark of Blitz Games Ltd. Game Boy Color and the Game Boy Color logo are trademarks of Nintendo. © 2001 Nintendo.

PlayStation 2
WAKEBOARD EDITION
MasterCraft
EVERYONE
E
CONTENT RATED BY ESRB
IDOL MINDS
VANS Triple Crown SNOWBOARDING

www.scea.com

Cool Boarders 2001 is a registered trademark of Sony Computer Entertainment America Inc. Designed and developed by Idol Minds, LLC. © 2001 Sony Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

COMBO
3
1656
STALEFISH TWEAK

Jeremy Jones casually tweaks a switch 1440 stalefish over a 70 foot+ cliff band.

TIME 0:23:76
MPH 43
3rd

Amateur rider Trent covers huge distance with this late 180 tail grab in Canada.

Winter. It's just better.

TIME
MPH 64
4th
Cool Boarders 2001

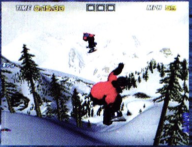
Blinding speeds and endless combinations are Tara Dakides key to boardercross.

Cool Boarders® 2001. Ride massive arcade style courses against real world class pros like Todd Richards, Tara Dakides, Kevin Jones and Michele Taggart. Sure, it's not exactly winter. But it might make summer feel better. Rest up. It's gonna be a long season.

CoolBoarders® 2001

COMBO
1
252
180
BACKSIDE

Todd Richards gets big style points with this inverted backside 180 in the Highland Half Pipe.



Kevin Jones grabbing stalefish over powder transitions.

EIDOS
INTERACTIVE
GAMES WITH CHARACTER

OPUS CORP.

RATING PENDING
RP
CONTENT RATED BY
ESRB

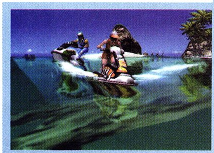
Visit www.esrb.org
or call 1-800-771-3772
for more info.

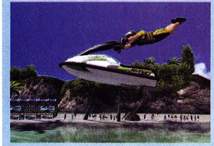
PlayStation 2

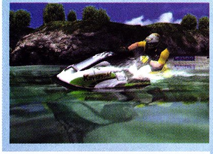
UNLIKE OTHER RACING GAMES,

THERE'S NO PADDED SEAT FOR YOUR

CANDY ASS







THE KAWASAKI JET SKIS STAND YOU UP. JUST SO
OUR GZ WAVE GENERATOR CAN KNOCK YOU BACK DOWN.

WAVE RALLY

JET SKI watercraft Kawasaki

Kawasaki

JETPILOT

© 2001 Opus Corporation. Published by Eidos Interactive, Inc. Wave Rally is a trademark of Eidos Interactive. Eidos, Eidos Interactive, and the Eidos Interactive logo are registered trademarks of Eidos Interactive, Inc. All rights reserved. Kawasaki and Jet Ski trademarks used under license from Kawasaki Motors (UK) Ltd. Jet Pilot and the Jet Pilot logo and design are registered trademarks of Extreme Sports, Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

HOLLYWOOD BANTER

Tony Hawk's Pro Movie Career

Tony Hawk is to star in an untitled comedy written by Ralph Sall (music producer on *Three Kings*, *The Replacement Killers* and *The New Guy*). The closely guarded plot will center on a road trip and will, predictably, highlight Hawk's skateboarding prowess. Did you expect anything less? Hawk has previously appeared in the films *Gleaming The Cube*, *Thrashin'* and *Police Academy 4: Citizens on Patrol*, and shows up as himself in *The New Guy* and *Big Move*. He's also been in a couple of moderately successful video games, and has another one on the way.

Tomb Raider 2: The Good One

If the fortunes of the movie world mimic those of the video game world, then we may just be in for a treat with the next *Tomb Raider*, given that the second game was the "good one." While talking to the U.K.'s *Daily Record*, Angelina Jolie gave the word on the sequel, saying, "It looks like it's going to happen. They are writing another one. I am going to be Lara Croft again. If we can make it a hundred times better, if we can do a whole bunch of new things, think of a whole new sequence, get a great script with everything that nobody has ever seen before, then we will do it." If it needs to be a hundred times better, does that mean she didn't like the first one?

The Ninth X-File

X-Files producer Frank Spotnitz spoke to *Zap2it* last month about the upcoming season of the *X-Files*. "We have full-time Gillian," he began. "It's really a three-lead show, because you've got her and Robert [Patrick] and Annabeth [Gish]. That's what's making it so challenging for us this year, because we've never had to do that before. We had to do it somewhat when Mulder returned, but this is different."

Regarding the focus of the ninth season, Spotnitz says, "There are a lot of questions about the baby. OK, like, she and Mulder had sex, but she still was barren...so how did that happen?" Hah! At last! Someone says it out loud. So Mulder and Scully did have sex? "Eh, that's another question. What is the mystery of the baby? Why did the aliens hunt it down and then leave it? Can Scully be at peace with this question? I think that's the biggest issue. Then there's a bunch of new issues that spring up around that."

He continues, "Also, the Doggett-and-Reyes-versus-the-FBI, and is it safe to work at the FBI, given the fact that there seem to be aliens walking around the corridors? There were a lot of immediate things we knew we had to attend to, our first day back at work." Quite.

www.zap2it.com

Jurassic Park Zero

It seems that the makers of the *Jurassic Park* series may well be taking a cue from video game designers as their franchise begins to spawn sequel after sequel. As we've seen with so many games, the magic treatment seems to be "if it's getting long in the tooth, make the next one a prequel." Early reports that have allegedly leaked from Industrial Light & Magic indicate that one of two possible scenarios will be the focus of the film. Either: a) It will reveal what happened to the stolen canister in the original flick, or b) It will highlight the genetic problems encountered as the scientists on Isla Nublar attempted to isolate the original dino-DNA. Either one sounds eminently possible, but should they really bother?

Monthly Vin Diesel News

Popular muscle boy Vin Diesel is said to have a lot on his plate these days, with a number of projects lining up ahead of him. The big news, of course, concerns the rumors that he will get to square off against Arnie in the new *Terminator*. Of this he says, "I haven't seen the script yet"—so that's neither a yes nor a no. Search around on the Net, though, and it's treated as if it's a foregone conclusion.

Of his role in *Hellboy*, Diesel seems enthusiastic. He told U.K.-based movie mag *Empire*, "I like *Hellboy* for the same reason I liked *The Iron Giant*. This guy's just ambivalent about his strength. He's like this cool guy who doesn't understand his strength, and he goes through life like a bull in a china shop. I love it."

Diesel will also be reprising his role as Richard B. Riddick in the sequel to the surprise hit *Pitch Black*. The new movie, titled *The Chronicles of Riddick*, is scheduled for release next year.

www.empiremagazine.co.uk

No More Apes. Ever.

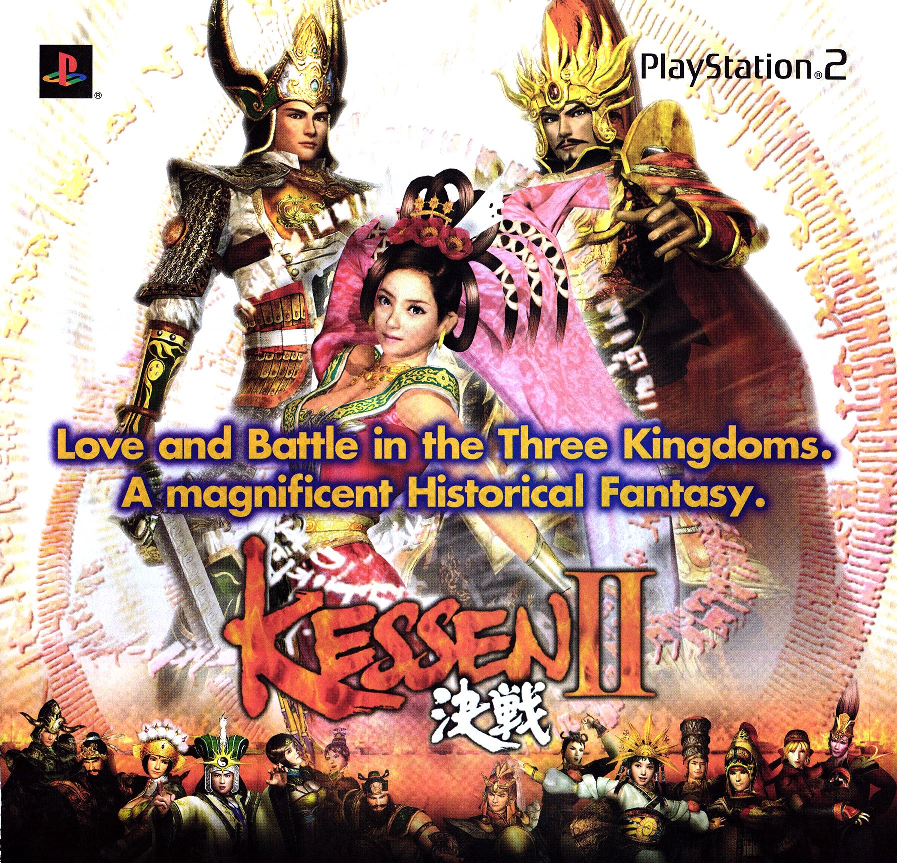
Tim Burton has said he's not interested in doing a sequel to *Planet of the Apes*. Burton told *Reuters*, "The idea of doing a sequel—I'd rather jump out of the window, I swear to God. They give you a script, and you do a budget based on that, and say, 'This movie would cost $300 million to make,' and then they treat you like a crazy, overspending, crazy person. It's like, 'Well, you gave me the script.' I'm fascinated by the studio technique that sort of leaves you bloodied, beaten and left for dead right before you're supposed to go out and make a great movie for them."

www.reuters.com

Gladiator Sequel? Why?

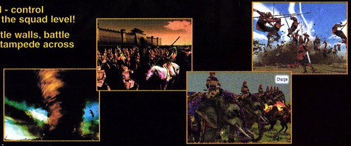
Gladiator producer Doug Wick has confirmed that he and the other producers of the movie are in talks to make a sequel and are keen to see Russell Crowe starring once again. This raises the following questions: Why? Why? And, um. Why?

photo by Alberto Tolot/Corbis Outline


PlayStation®2
Love and Battle in the Three Kingdoms.
A magnificent Historical Fantasy.
KESSEN II
決戦

MORE DYNAMIC BATTLES, MORE DRAMATIC ACTION

- New "Agent Technology" allows for 500 soldiers on screen - 5x more than the original!
- Devastating new Elemental Attacks including tornadoes, lightening strikes, and meteor showers!
- New weapons, tactics, and troops including Elephant Cavalry!
- Experience battles firsthand - control generals and give orders at the squad level!
- 30 new stages! Besiege castle walls, battle aboard moving ships, and stampede across open plains!



KOEI®
www.koeigames.com

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org
or call 1-800-771-3772
for more info.

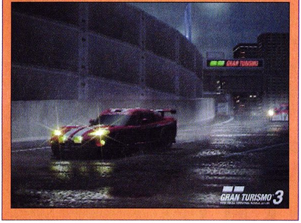
Kessen II is a trademark of KOEI Corporation and KOEI Co., Ltd. © 2001 KOEI Corporation. All rights reserved. PlayStation® and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

TOP 10 CHARTS

PS2 Top 10

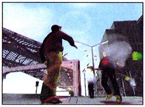
Another stellar month with only one real black eye. But it very much pleases us that the fantastic NCAA Football has jumped all the way to No. 2. Now we're eager to see the slugfest between GT3 and Madden 2002. Drivers, start your engines. Ready, set, hike!

	Last Month	Title / Publisher	Rating
1	1	**Gran Turismo 3: A-spec** *Sony CEA* A return to the top spot by GT3? The Vegas oddsmakers knew this was a sure bet. Plenty of great titles are blotting store shelves, but nothing inspires people to fork out $50 like GT3. This is the type of grand game that convinces you to call in sick to work, put an extra pillow on the couch, and play an entire day away. Our advice: Don't buy it on a Friday. Your whole weekend will be shot.	●●●●●
2	—	**NCAA Football 2002** *EA Sports*	●●●●◖
3	2	**NBA Street** *EA Big*	●●●●●
4	—	**Mobile Suit Gundam: Jaburo** *Bandai* How this game made it on the Top 10 is baffling. Our hope: It won't stay there. Even Gundam fans shouldn't buy this atrocity.	●
5	3	**Twisted Metal: Black** *Sony CEA*	●●●●●
6	—	**Extermination** *Sony CEA*	●●◖
7	4	**MX 2002 f/ Ricky Carmichael** *THQ*	●●●●
8	—	**Rune: Viking Warlord** *Take 2 Interactive*	●●◖
9	6	**Red Faction** *THQ*	●●●●●
10	7	**Tekken Tag Tournament** *Namco*	●●●●◖



Source: NPD TRSTS Video Games Service, mid-August 2001. Call them at 516.625.2481 for questions about this list. No games for competing console systems (e.g., N64, Dreamcast) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

OPM's Most Wanted PS2 Games



1	Grand Theft Auto III	*Rockstar*
2	Metal Gear Solid 2	*Konami*
3	Tony Hawk 3	*Activision*
4	Okage: Shadow King	*Sony CEA*
5	SSX: Tricky	*EA Big*
6	Final Fantasy X	*Square EA*
7	Jak and Daxter	*Sony CEA*
8	Baldur's Gate	*Interplay*
9	Maximo	*Capcom*
10	NFL 2K2	*Sega*

Japan's Top 10 PS2 and PS one Games

1	Hot Shots Golf 3 (2)	*Sony CEJ*
2	From TV Ani.: TK (1)	*Bandai*
3	Final Fantasy X (2)	*Square*
4	Summon Night 2 (1)	*Banpresto*
5	Jikkyo Baseball 2001 (1)	*Konami*
6	Gran Turismo 3 (2)	*Sony CEJ*
7	Everblue (2)	*Capcom*
8	Real Robot Regiment (2)	*Banpresto*
9	Hot Shots Golf 2 (1)	*Sony CEJ*
10	Ka (Mosquito) (2)	*Sony CEJ*

OPM's Most Wanted PS one Games

1	Syphon Filter 3	*Sony CEA*
2	Hoshigami	*Atlus*
3	Tony Hawk 3	*Activision*
4	Mega Man X6	*Capcom*
5	Dragon Warrior VII	*Enix*
6	T. Metal: Small Brawl	*Sony CEA*
7	Harry Potter	*EA Games*
8	NHL FaceOff 2002	*989 Sports*
9	SpongeBob	*THQ*
10	V.I.P.	*Ubi Soft*

Top 10 Selling Games, All Systems

1	Pokémon: Crystal (GBC)	*Nintendo*
2	Gran Turismo 3 (PS2)	*Sony CEA*
3	NCAA 2002 (PS2)	*EA Sports*
4	Super Mario Adv. (GBA)	*Nintendo*
5	WS Baseball 2K2 (DC)	*Sega*
6	NBA Street (PS2)	*EA Big*
7	FF Tactics (PS1)	*Sony CEA*
8	Gran Turismo 2 (PS1)	*Sony CEA*
9	Sonic Adventure 2 (DC)	*Sega*
10	Gundam: Jaburo (PS2)	*Bandai*

PS one Top 10

The constantly fluctuating PS one chart has thrown us yet another curveball. This month seven newcomers enter the list, and all but Madden were released eons ago. Should we expect the rousing arrival of Board Game: Top Shop next month? We hope so.

	Last Month	Title / Publisher	Rating
1	—	**Final Fantasy Tactics** *Sony CEA* Memo to all you meanie eBay folks: Now you can no longer sell your scuffed-up, manual-less copies of Final Fantasy Tactics for outrageous markups. Sony has finally rereleased Square's classic strategy/RPG to the delight of so many who missed out the first time around. And it's only $20! That averages out to, oh, about a shiny quarter for every hour of gameplay. Not a bad deal.	●●●●
2	2	**Gran Turismo 2** *Sony CEA*	●●●●●
3	—	**Spyro: Year of the Dragon** *Sony CEA*	●●●●●
4	1	**Final Fantasy Chronicles** *Square EA*	●●●●
5	—	**Madden NFL 2002** *EA Sports* The best football game on PS one should be a staple on the list for a good while. But that PS2 Madden is enough to drop your jaw.	●●●●◖
6	—	**Crash Bash** *Sony CEA*	●●◖
7	10	**Tony Hawk's Pro Skater 2** *Activision*	●●●●●
8	—	**Tekken 3** *Namco*	●●●●●
9	—	**Syphon Filter 2** *989 Studios*	●●●◖
10	—	**MLB 2002** *989 Studios*	●●

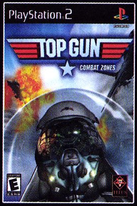
Menu
Move
Act
Wait
Status
Auto-battle
01/12 Lv.02 Exp.11
HP 031/037
MP 018/018
CT 100/100
04 Walter
Wizard
Brave 71 Faith 49

Source: NPD TRSTS Video Games Service, mid-August 2001. Call them at 516.625.2481 for questions about this list. No games for competing console systems (e.g., N64, Dreamcast) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

Enemies have a lock on your tail, you barrel roll at mach 2 and let 'em have it...

ARE YOU READY FOR THIS KIND OF ACTION?

TOP GUN
COMBAT ZONES
TM.



TITUS

EVERYONE **E** Violence CONTENT RATED BY ESRB

PlayStation 2

www.topgun-combatzones.com

Play TOP GUN on your Internet enabled mobile phone this Fall, brought to you by nGame. For more information on where to play go to http://topgun.ngame.com/

nGame

©2001-TITUS. TOP GUN - ™,® & © 2001 PARAMOUNT PICTURES. All rights reserved. INTENTED SOLELY FOR PRIVATE HOME USE, PUBLIC PERFORMANCE OR OTHER USE IS EXPRESSLY PROHIBITED.

Software©2001 TITUS SOFTWARE CORPORATION. Titus and the Titus logo are trademarks of TITUS Software Corporation. Developed by DIGITAL INTEGRATION.

Licensed by SONY COMPUTER ENTERTAINMENT AMERICA for use with PlayStation®2 computer entertainment system. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

PlayStation 2
TAHITI LOOKS A LOT DIFFERENT AT 225 MPH.

EVERYONE
E
CONTENT RATED BY ESRB
Mild Lyrics

POLYPHONY DIGITAL

www.scea.com

Gran Turismo is a trademark of Sony Computer Entertainment America Inc. All manufacturers, cars, names, brands and associated imagery featured in this game are trademarks and/or copyrighted materials of their respective owners. All rights reserved. © 2001 Sony Computer Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

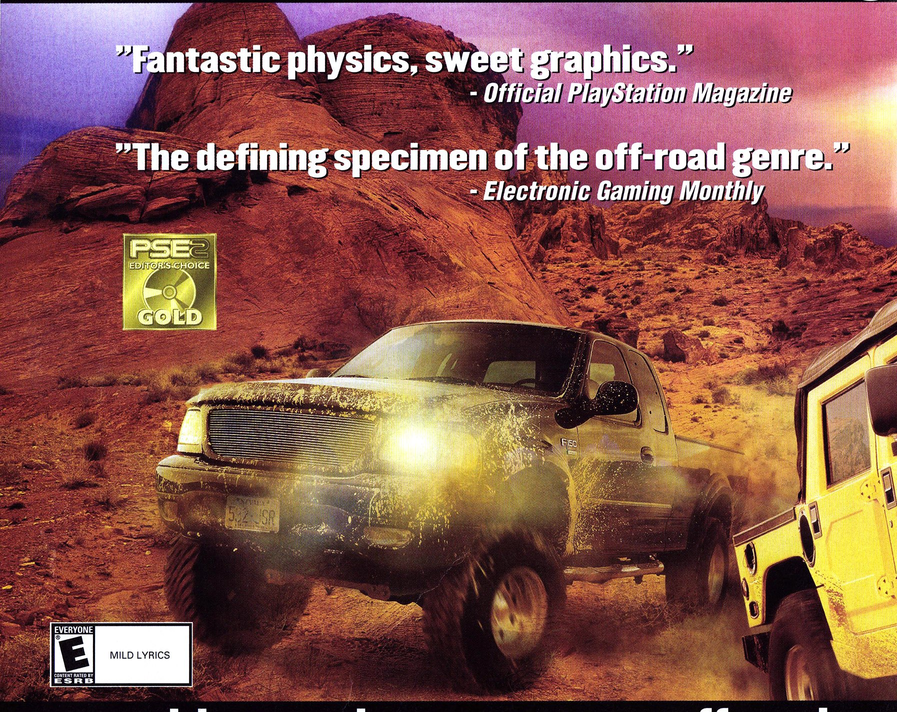
It's difficult to appreciate some of the greatest tourist destinations in the world when you're racing through them at 225 mph. But with over 30 different racecourses and cars from the world's top manufacturers which are created according to the exact specifications of their real-life counterparts, you'll feel like you could. Besides, when the competition starts battling with you for every inch of space on the track, you won't have time to see the sights. However, you can test your skills in the intense arcade mode or the simulation mode, where true car fanatics can supe-up their cars to no end. So don't worry about packing all your things, because if you're good, it'll be a short trip.

GRAN TURISMO™ 3
A-spec

THE DRIVE OF YOUR LIFE™

BRUTE FORCE

off-road racing™



"Fantastic physics, sweet graphics."
- Official PlayStation Magazine

"The defining specimen of the off-road genre."
- Electronic Gaming Monthly

The 1st drive anywhere, smash anything off-road racer for the PlayStation® 2 and Xbox™

Test Drive Off-Road Wide Open © 2001. Infogrames, Inc. All rights reserved. Developed by Angel Studios. Infogrames and the Infogrames logo are trademarks of Infogrames Entertainment S.A. Manufactured and marketed by Infogrames, Inc. 417 Fifth Avenue, New York, New York 10016. Test Drive, Test Drive Off-Road and Wide Open are trademarks of Infogrames, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

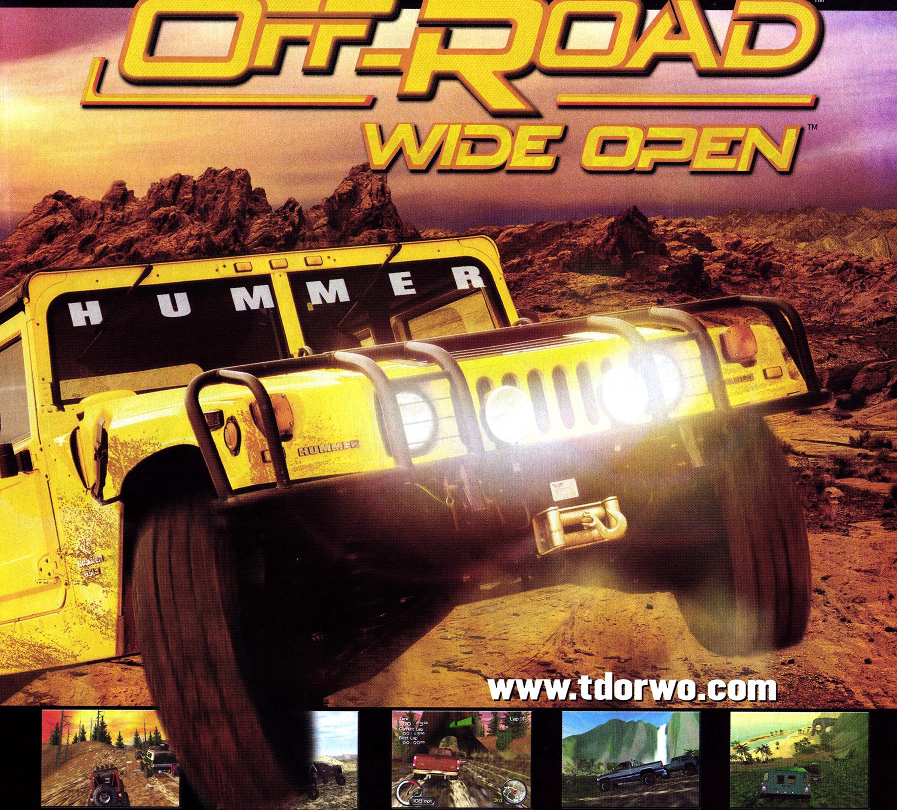
INFOGRAMES™

developed by
Angel
STUDIOS

XBOX™

PlayStation®2

TEST DRIVE OFF-ROAD™ WIDE OPEN™



www.tdorwo.com

Hummer, Hummer emblems(s) and Hummer are trademarks of General Motors Company and are used under license by Infogrames, Inc. Ford F-150 Trademark(s) used under license from Ford Motor Company. All other trademarks and tradenames are the property of their respective owners. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

Dark Cloud
RIGHT TURN
YOUR
MOTEL
200
NOW
IT'S
Titan

PlayStation 2
INTERSTATE
2
RE BUILDE
REALTY COMPA
THE WORLD

Without warning, it came down from the sky. A dark, mysterious force unleashed by an evil spirit. The tranquil village of Norune was no match for such immense power. In the blink of an eye, destruction was complete. But amid the ruin, there is hope. A brave young warrior, Toan, armed with only a magical gem, faces the ultimate task of rebuilding the world. Venture with him deep underground to discover clues and gather vital elements of life—trees, rivers, houses and more—that will help restore civilization. Epic battles, macabre demons and daring rescues lie before you. As does the fate of the world. Will rubble be eternal? Or will it flourish once again?

TEEN
T
CONTENT RATED BY ESRB

Comic Mischief and Violence

www.scea.com

Dark Cloud is a trademark of Sony Computer Entertainment Inc. © 2001 Sony Computer Entertainment Inc. "PlayStation" and "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc.

Previewed Inside

Ace Combat 04 101
Akira Psychoball 102
Baldur's Gate: Dark Alliance .112
Blood Omen 2 119
Burnout 103
Defender 112
Deus Ex: The Conspiracy 108
Driven 122
E.T.: Return/Green Planet 103
ESPN Int'l Winter Games 112
FIFA 2002 124
Final Fantasy X 108
Frequency 126
Harvest Moon: STH 101
Jak and Daxter 122
James Bond 007 in...AUF 114
Kingdom Hearts 126
Maximo 101
Metal Gear Solid 2 100
Mortal Kombat 126
Moto GP 2 124
MXrider 114
NASCAR Thunder 2002 110
Project 0 111
Rayman Arena 114
RPG Maker 120
The Simpsons: Road Rage 124
Soul Reaver 2 118
Splashdown 120
SSX Tricky 102
Tekken 4 122
The Terminator 120
Test Drive 103
The Thing 118
Tiny Toons 102
Tsunagai 119
Wizardry: Forsaken Land 118
World of Outlaws 119
WWF SmackDown! JBI 110

Coming Soon

October

18 Wheeler	Acclaim	Racing
Ace Combat 04	Namco	Action
Batman: Vengeance	Ubi Soft	Action
Devil May Cry	Capcom	Adv.
Dragon Rage	3DO	Action
Driven	bam!	Racing
ESPN NFL PrimeTime	Konami	Sports
Giants: Citizen Kabuto	Interplay	Adv.
Gitaroo Man	Koei	Rhythm
Godai: Elemental Force	3DO	Action
Grand Theft Auto III	Rockstar	Action
Guilty Gear X	Sammy	Fighting
Half-Life	Sierra	FPS
Harvest Moon: Save/Hom'land	Natsume	RPG
Herdy Gerdy	Eidos	Action
Jimmy White's Cue Ball 3	Titus	Sports
Kinetica	Sony CEA	Racing
The Legend of Alon D'ar	Ubi Soft	RPG
Minigolf Maniacs	Sierra	Sports
MS Gundam: Zeonic Front	Bandai	Strategy
The Mummy Returns	Universal	Action
MXrider	Infogrames	Racing
NFL 2K2	Sega	Sports
No One Lives Forever	Sierra	FPS
Okage: Shadow King	Sony CEA	RPG
Shadow Man: 2econd Com.	Acclaim	Adv.
Smuggler's Run 2	Rockstar	Action
Sunny Garcia Surfing	Ubi Soft	X-Sports
Supercar Street Challenge	Activision	Racing
Tarzan Untamed	Ubi Soft	Action
Time Crisis II	Namco	Shooter
Top Gun: Combat Zone	Titus	Flight Sim
Victorious Boxers	Empire	Sports
WWF SmackDown! Just...	THQ	Wrestling

November

Adventure Pinball	EA Games	Pinball
Baldur's Gate: DA	Interplay	RPG
Blood Omen 2	Eidos	Adv.
Capcom vs. SNK 2	Capcom	Fighting
Crash Bandicoot: TWoC	TBA	Action
Dark Summit	THQ	X-Sports
Deus Ex	Eidos	FPS/RPG
Downforce	Titus	Racing
Drakan: The Ancients' Gate	Sony CEA	Adv.
ESPN Nat'l Hockey Night	Konami	Sports
ESPN NBA 2Night 2002	Konami	Sports
ESPN Winter Sports 2002	Konami	Sports
Evil Twin	Ubi Soft	Adv.
FIFA 2002	EA Sports	Sports
Frequency	Sony CEA	Puzzle
Frogger: The Great Quest	Konami	Action
H2Overdrive	Crave	Racing
Hidden Invasion	Conspiracy	Action
James Bond 007 in...AUF	EA Games	FPS
Jeremy McGrath's SuperX	Acclaim	Racing
Jurassic Park: Survival	Universal	Action
Legends of Wrestling	Acclaim	Wrestling
Metal Gear Solid 2: SoL	Konami	Adv.
NBA 2K2	Sega	Sports
NBA Live 2002	EA Sports	Sports
NBA ShootOut 2002	Sony CEA	Sports
NCAA Final Four 2002	Sony CEA	Sports
NCAA GameBreaker 2002	Sony CEA	Sports
NFL Blitz 2002	Midway	Sports
NFL GameDay 2002	Sony CEA	Sports
NHL FaceOff 2002	Sony CEA	Sports
Pirates of Skull Cove	EA Games	Action
Police 911	Konami	Shooter
Rubu Tribe	Interplay	Action
Salt Lake 2002	Eidos	Sports
Shaun Palmer Snowboarder	Activision	X-Sports
The Simpsons: Road Rage	EA Games	Action
SOCOM: U.S. Navy SEALs	Sony CEA	Action
Splashdown	Infogrames	Racing
SSX Tricky	EA Sports	X-Sports
Star Trek Voyager: EF	Majesco	FPS
Star Trek: Shattered Universe	Interplay	Action
Tetris Worlds	THQ	Puzzle
Tony Hawk's Pro Skater 3	Activision	X-Sports
Tsunagai	Atlus	RPG
Vampire Night	Namco	Shooter
Wave Rally	Eidos	Racing
Wizardry: Forsaken Land	Atlus	RPG

December

Akira Psychoball	AIA	Pinball
Conflict Zone	Ubi Soft	Strategy
Dynasty Warriors 3	Koei	Action
Jade Cocoon 2	Ubi Soft	RPG
Jak and Daxter: TPL	Sony CEA	Action
Jonny Moseley Mad Trix	3DO	X-Sports
Rayman Arena	Ubi Soft	Action
Virtua Fighter 4	Sega	Fighting
WipeOut Fusion	TBA	Racing
World Rally Champ. 2001	TBA	Racing
World Sports Cars	Empire	Racing
WTC 2001	Sony CEA	Racing

January

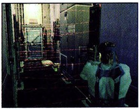
Commandos 2	Eidos	Strategy
E.O.E.: Eve of Extinction	Eidos	Action
Final Fantasy X	Square	RPG
Hot Shots Golf 3	Sony CEA	Sports

Metal Gear Solid 2: Sons of Liberty

Take a five-day weekend without getting in trouble

Preorder your copy of Metal Gear Solid 2 right now. Grab your diary and make a note of the **Nov. 14** release date (ignore stores that say it's out earlier—they're wrong). It's a Wednesday, slap-bang in the middle of the week—a day that is notoriously difficult to get off work or school without raising suspicion. Mondays and Fridays are easy, although if you take either of them as a "sickie," people tend to just guess that you're extending your weekend. To really be convincing you're going to have to take the Thursday and Friday off as well. Simply taking one day off mid-week makes people think you're going to a job interview. You'll need the additional time, as **Konami** tells us that the game is considerably longer than the first.

You'll need a really convincing excuse, so here's a sure-fire strategy in three easy steps: 1) On Tuesday (Nov. 13), buy a sandwich with hot peppers on it for lunch. Rub 'em on your fingers and then shove your fingers in your nose (not the chilies). Your nose will run uncontrollably all afternoon (it'll sting, too). Complain of other ailments, thus setting you up for the next day off. 2) On Wednesday morning, hang your head upside-down off the edge of the bed while calling your boss. This will cause all the blood and mucus to rush to your head and your throat to contract. You'll be light-headed and sound congested. 3) On Thursday, ask an acquaintance to call in on your behalf as your parent or partner, preferably at an early hour of the morning. They should leave a message that you've been so "ill" all night that you've only just gotten to sleep and shouldn't be woken. Indeed, this won't be stretching the truth much, as you'll probably have been playing the game until the wee hours anyway. By Friday, you won't even need to worry about calling. Voilá! A five-day weekend for MGS2!



Preorder Watch

STORE	PRE-ORDER	PRICE	SHIP DATE
BestBuy.com	Y	$49.99	11/14/01
Buy.com	Y	$47.99	11/14/01
EBgames.com	Y	$49.99	11/13/01
GameStop.com	Y	$49.99	11/01/01
Microplay.com	Y	$49.99	11/13/01

all data as of 9/4/01

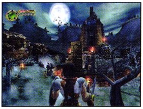
Maximo

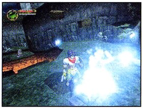
Next-generation Ghosts 'N Goblins

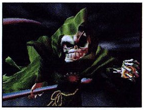
It's no secret that most of the best-playing video games come from Japan. For the most part, Japanese-bred games simply possess better character interaction and depth. But there are rare cases where American-developed titles can provide that same level of interaction. Take Maximo. Coming from the California-based **Capcom Digital Studios**, Maximo will no doubt surprise anyone who picks it up. The game just *feels* great. And with such industry veterans as David Siller (Crash Bandicoot) working on it, we can see why. He and his team have modeled Maximo after the great-playing Capcom games of yore, and have managed to come up with something truly special.

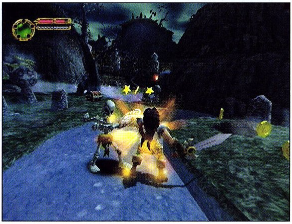
Not only does the gameplay of Maximo already rock, but everything else seems to be coming together just as well. The topnotch graphics feature a very unique camera that makes everything look spooky and cool. And Tommy Tallarico's soundtrack fits perfectly, as well. The entire presentation of Maximo is easily in the same class as a Devil May Cry or a Metal Gear Solid 2, which again is why we're so pleasantly surprised.

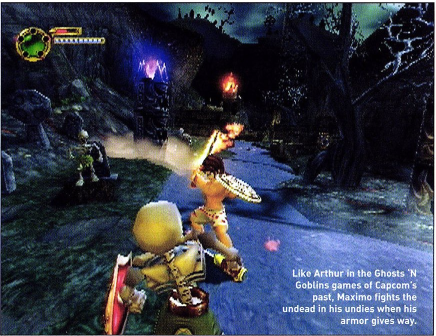
Having recently spent some time with the game, we've also discovered its considerable depth—lots of weapons to acquire, lots of secrets to unravel, and plenty of monsters to deal with. Maximo will surely keep you busy this **February**.



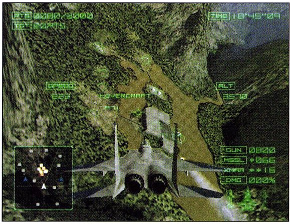


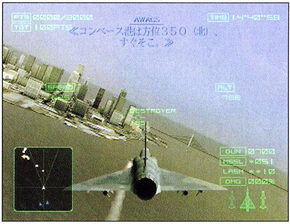






Like Arthur in the Ghosts 'N Goblins games of Capcom's past, Maximo fights the undead in his undies when his armor gives way.



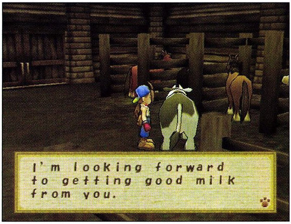


AWACS

≪コンベース港は方位350（北）、すぐそこ。≫

Ace Combat 04: Shattered Skies

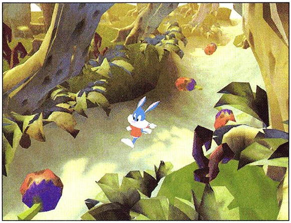
Though for the first time an Ace Combat game will have some direct competition (in the form of Top Gun), it looks like **Namco** is more than up to the challenge with Ace 04, due for release in **October**. Don't expect many significant alterations from the earlier editions, however; most of the changes take place in graphics, sound, presentation and specific missions. One great addition: You now hear lots and lots of radio chatter, making the whole experience more real.



I'm looking forward to getting good milk from you.

Harvest Moon: Save the Homeland

We spent a few months tilling the soil and chatting with our rural neighbors—and after scrubbing the dirt from under our fingernails, we're back to report that **Natsume** has provided us with a nice upgrade to its unique farming/RPG hybrid. The cel-shaded graphics lend a new charm to this laid-back life simulator, and the gameplay has been streamlined a bit, making it easier to manage your day-to-day activities. Look forward to a bountiful harvest this **October**.



Tiny Toons: ACME Invasions

Before you pass this off as just another cutesy cartoon-based game, keep this in mind: Tiny Toons is being created by acclaimed Japanese developer **Treasure**—and it rocks! We're serious. Treasure has put the Tiny Toons characters into an extremely addictive four-player party game filled with lots of objectives and fun things to do. **Conspiracy Entertainment** releases Tiny Toons in the U.S. next **spring**, so we'll be back with plenty more details soon.

Akira Psychoball

It seemed only a matter of time before anime's most influential film got its own game. But pinball? Nothing against Psychoball—we're sure **AIA** is capable of creating some fun video pinball—but is this what all the anime-niacs who've waited years for an Akira video game have always hoped for? Whatever the case, the interchanging tables engaged when the ball leads down certain paths, as well the ability to trigger movie clips, should hold our interest this **December**.

SSX Tricky

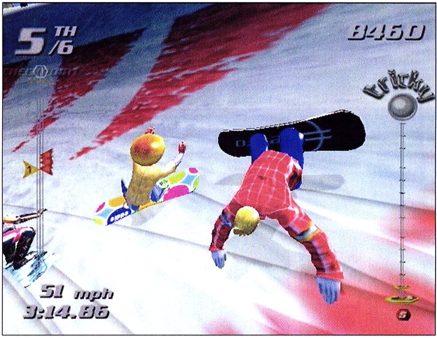
More tricks for your buck

In prior previews of **EA Big**'s sequel to SSX, we told you that Tricky will be cool because, among other things, it's the follow-up to our favorite PS2 game last year, and it features celebrity voices like Oliver Platt and Lucy Liu. But, at the same time, we've also been leery of the game because the courses within are merely massaged and manipulated versions of those seen in the original SSX. We'd heard that Mother Nature had thrown a few avalanches on them, but it sounded like we'd be racing those same tracks over again.

How wrong we were. Now that we've finally had a chance to play Tricky, we're counting down the days until its **November** release. The feeling of speed and chase returns with a vengeance. The tricks are ramped up big-time, and the characters talk trash while cruising at breakneck speeds. And the tracks? Hardly recognizable.

BRONZE
50000
9470
55 mph
9:29.84

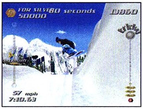
FOR SILVER
50000
12020
1470
29 mph
0:46.82



Tricky Meter

To pull off Tricky's boldest tricks—the Uber Tricks—you must fill your adrenaline meter by performing lesser ones, followed by a button combination. So, while you're focusing on pulling off big tricks, you'll have to forget all about the race aspect, since you won't want to waste the adrenaline. After landing six Uber Tricks—one for each letter of "TRICKY"—you can pull off the Super Uber Trick, which defies gravity and makes you feel young again.

BRONZE
50000
3710
480
CHECKPOINT
64 mph
11:13.68



Preorder Watch

STORE	PRE-ORDER	PRICE	SHIP DATE
Amazon.com	Yes	$49.99	11/16/01
BestBuy.com	No	N/A	N/A
Buy.com	Yes	$49.99	11/14/01
EBgames.com	Yes	$49.99	11/13/01
GameStop.com	Yes	$49.99	11/13/01

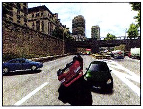
all data as of 9/3/01

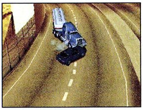
Burnout

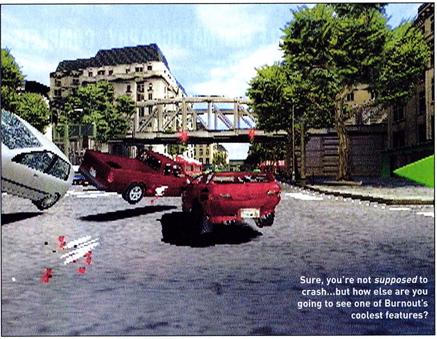
Do NOT try this at home

Last month we brought you a first look at **Criterion Software**'s new racing game (due out in **November**, courtesy of **Acclaim**); this month we were able to get our hands on a playable copy. Believe us when we say this is one *intense* racing game: In order to truly compete, you need to drive on the knife edge of control—weaving in and out of traffic, sliding around turns, and generally staying just an eyeblink away from a spectacular crash. And right now, the game only includes Time Trial mode. We can't wait to see the mayhem introduced by multiplayer competition.

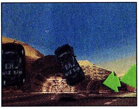
We're also looking forward to seeing the rest of the 14 tracks, the Duel mode (race the computer for new cars), and the Replay mode, which is expected to allow slo-mo, pausing, rewinding and adjusting the camera to relive every brutal crash.

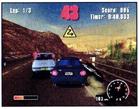


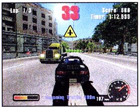


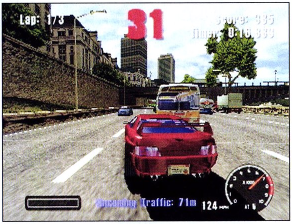


Sure, you're not *supposed* to crash...but how else are you going to see one of Burnout's coolest features?



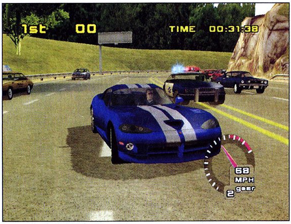


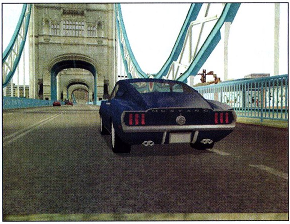




Feel the Burn

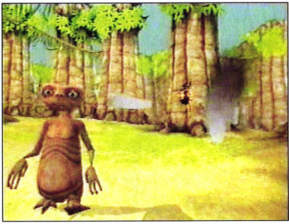
One of the innovative features of Burnout is the "Burn Meter." This is sort of a turbo with a twist: In order for the meter to fill up, you need to drive dangerously. That's right—Burnout *encourages* near misses, drifting around turns, and driving into oncoming traffic. Once the meter is full, you can "burn" it down, which provides a healthy turbo boost and some very nice motion-blur effects.





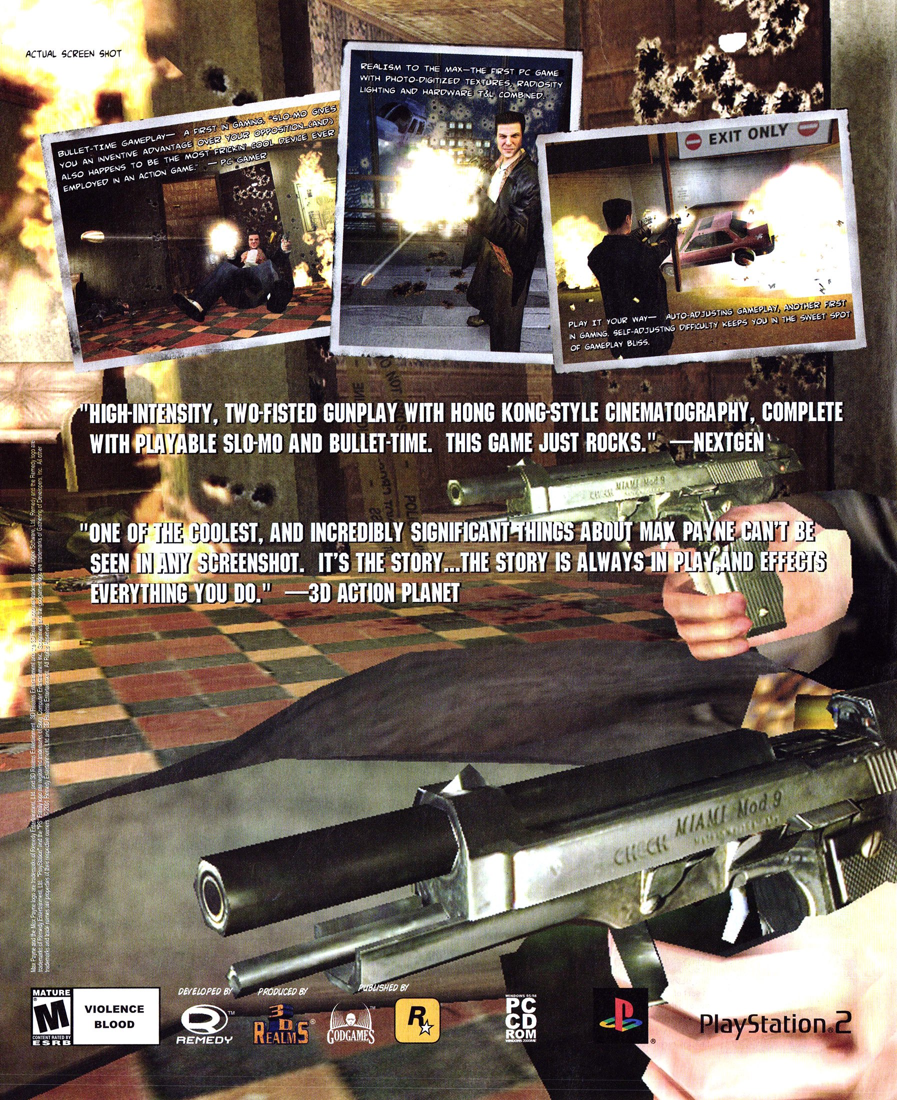
Test Drive

The granddaddy of racing games gets updated for PS2 and is, effectively, completely reinvented. **Pitbull Syndicate** is currently putting the finishing touches on the game (the seventh entry to the series), and, for all intents and purposes, has taken things back to the beginning again. Clearly intending to nip at Gran Turismo 3's heels, the game features some stunning car models and some truly gorgeous environments. Watch for this from **Infogrames** in **November.**



E.T.: Return to the Green Planet

Next year's rerelease of *E.T.* to theaters everywhere has spawned a marketing rebirth for the character, and **NewKidCo** hasn't left out video games from the mix. Return to the Green Planet adapts the 1985 sequel novel, *The Book of the Green Planet*, into a PS2 action/adventure full of colorful characters and, well, intergalactic botany. Due in **March**, the game is still incredibly early—but we think it's safe to say it already beats the Atari 2600 version. (Well...we *think*.)



BULLET-TIME GAMEPLAY— A FIRST IN GAMING. "SLO-MO GIVES YOU AN INVENTIVE ADVANTAGE OVER YOUR OPPOSITION...(AND) ALSO HAPPENS TO BE THE MOST FRICKIN' COOL DEVICE EVER EMPLOYED IN AN ACTION GAME." — PC GAMER

REALISM TO THE MAX—THE FIRST PC GAME WITH PHOTO-DIGITIZED TEXTURES, RADIOSITY LIGHTING AND HARDWARE T&L COMBINED.

PLAY IT YOUR WAY— AUTO-ADJUSTING GAMEPLAY, ANOTHER FIRST IN GAMING. SELF-ADJUSTING DIFFICULTY KEEPS YOU IN THE SWEET SPOT OF GAMEPLAY BLISS.

"HIGH-INTENSITY, TWO-FISTED GUNPLAY WITH HONG KONG-STYLE CINEMATOGRAPHY, COMPLETE WITH PLAYABLE SLO-MO AND BULLET-TIME. THIS GAME JUST ROCKS." —NEXTGEN

"ONE OF THE COOLEST, AND INCREDIBLY SIGNIFICANT THINGS ABOUT MAX PAYNE CAN'T BE SEEN IN ANY SCREENSHOT. IT'S THE STORY...THE STORY IS ALWAYS IN PLAY,AND EFFECTS EVERYTHING YOU DO." —3D ACTION PLANET

Max Payne and the Max Payne logo are trademarks of Remedy Entertainment, Ltd. and 3D Realms Entertainment. 3D Realms Entertainment and the 3D Realms logo are trademarks of Apogee Software, Ltd. Remedy and the Remedy logo are trademarks of Remedy Entertainment, Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Godgames and the godgames logo are trademarks of Gathering of Developers, Inc. All other trademarks and trade names are properties of their respective owners. © 2001 Remedy Entertainment, Ltd and 3D Realms Entertainment. All Rights Reserved.

MATURE M CONTENT RATED BY ESRB

VIOLENCE
BLOOD

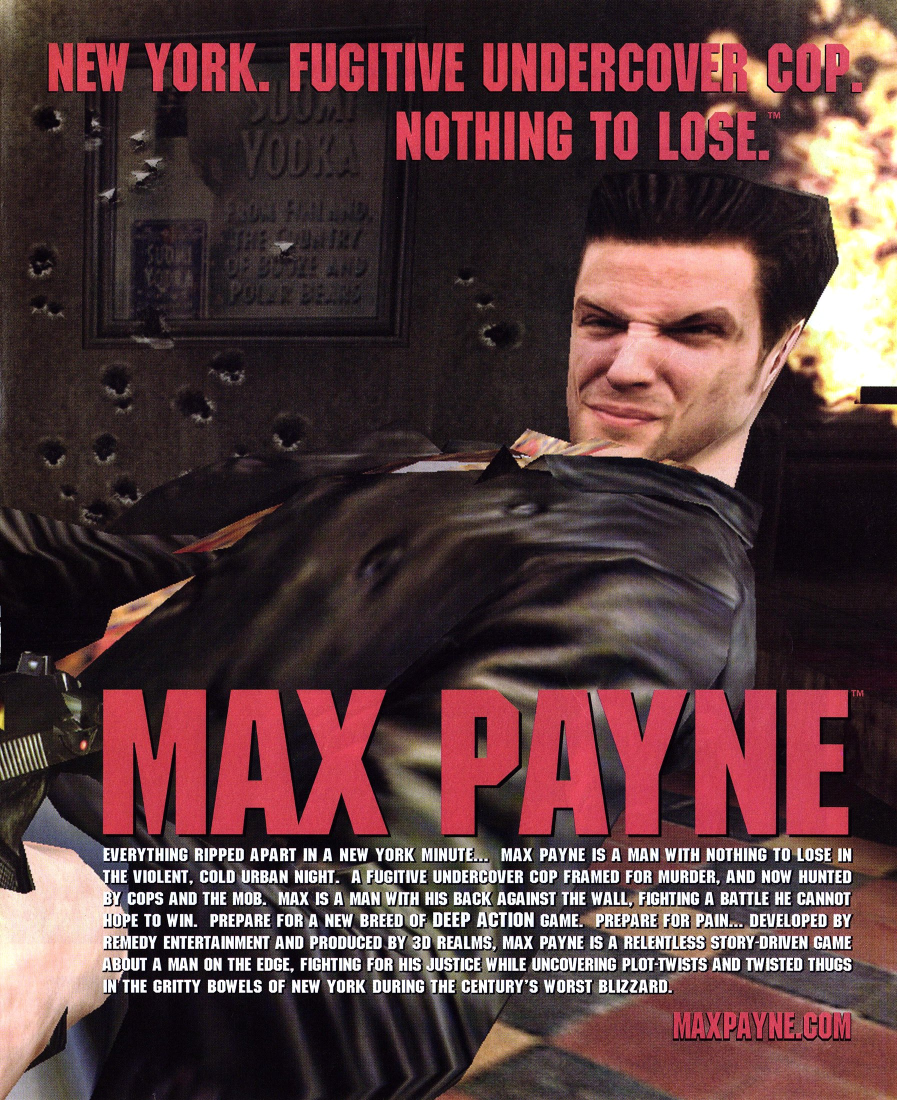
DEVELOPED BY REMEDY

PRODUCED BY 3D REALMS

PUBLISHED BY GODGAMES

WINDOWS 95/98 PC CD ROM WINDOWS 2000/ME

PlayStation 2

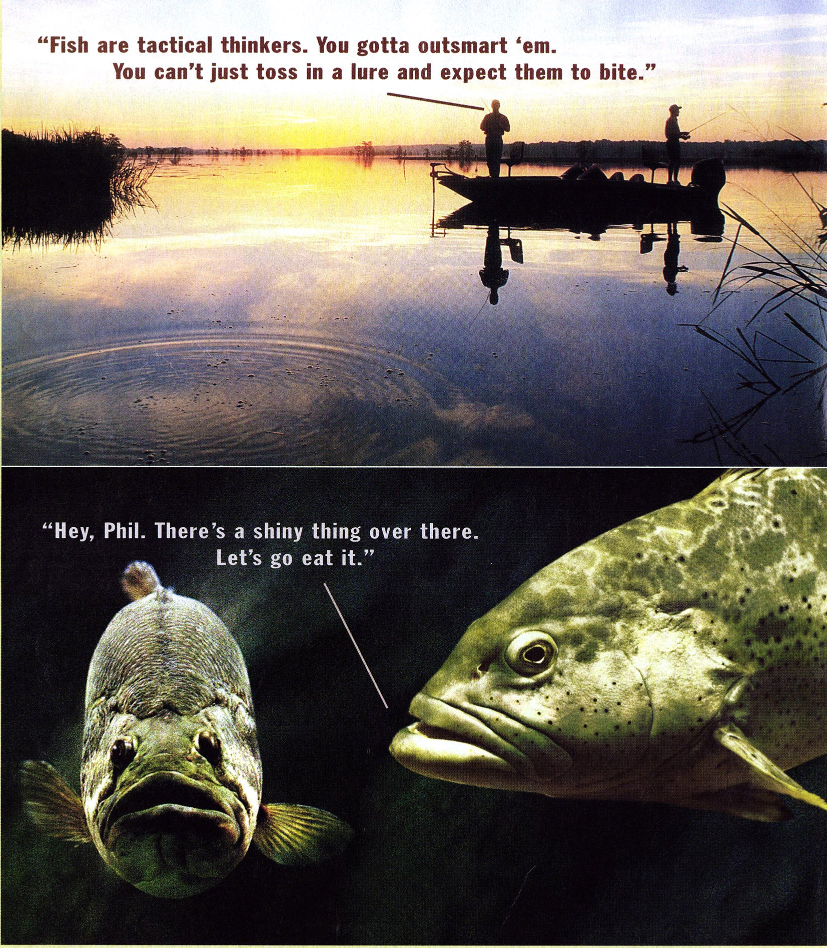


NEW YORK. FUGITIVE UNDERCOVER COP. NOTHING TO LOSE.™

MAX PAYNE™

EVERYTHING RIPPED APART IN A NEW YORK MINUTE... MAX PAYNE IS A MAN WITH NOTHING TO LOSE IN THE VIOLENT, COLD URBAN NIGHT. A FUGITIVE UNDERCOVER COP FRAMED FOR MURDER, AND NOW HUNTED BY COPS AND THE MOB. MAX IS A MAN WITH HIS BACK AGAINST THE WALL, FIGHTING A BATTLE HE CANNOT HOPE TO WIN. PREPARE FOR A NEW BREED OF DEEP ACTION GAME. PREPARE FOR PAIN... DEVELOPED BY REMEDY ENTERTAINMENT AND PRODUCED BY 3D REALMS, MAX PAYNE IS A RELENTLESS STORY-DRIVEN GAME ABOUT A MAN ON THE EDGE, FIGHTING FOR HIS JUSTICE WHILE UNCOVERING PLOT-TWISTS AND TWISTED THUGS IN THE GRITTY BOWELS OF NEW YORK DURING THE CENTURY'S WORST BLIZZARD.

MAXPAYNE.COM


"Fish are tactical thinkers. You gotta outsmart 'em.
You can't just toss in a lure and expect them to bite."
"Hey, Phil. There's a shiny thing over there.
Let's go eat it."

BASS Strike game and software – © 2001 THQ Inc. BASS Strike, BASSMASTERS, BASS Masters Classic and Bass Anglers Sportsman Society are trademarks and/or registered trademarks of B.A.S.S. Inc. Developed by Pai Corporation, Ltd. Pai and the Pai logo are trademarks of Pai Corporation, Ltd. Published exclusively by THQ Inc. THQ and the THQ logo are the trademarks and/or registered trademarks of THQ Inc. All other trademarks, names and logos are the property of their respective owners. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

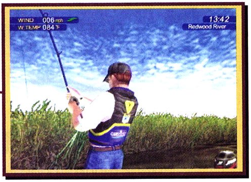
EVERYONE E CONTENT RATED BY ESRB

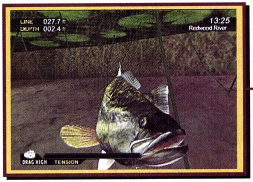
BASS Masters Classic® B.A.S.S. BASS ANGLERS SPORTSMAN SOCIETY

B.A.S.S. BASS ANGLERS SPORTSMAN SOCIETY ®

PlayStation®2

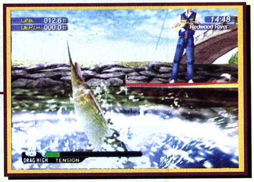
Compete in 8 tournament rounds
to qualify for the most prestigious
event in sports fishing -
The BASS Masters Classic®

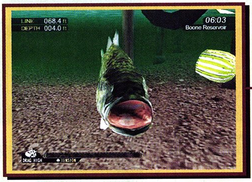

WIND 006 mph
W TEMP 084 F
13:42
Redwood River


LINE 027.7 ft
DEPTH 002.4 ft
13:25
Redwood River
DRAG HIGH
TENSION

Experience "Hawg" heaven in your
quest for legendary lunkers
and trophy bass.

Follow the action above and below
the water with dynamic
camera movements.


LINE 012.6 ft
DEPTH 000.0 ft
14:48
Redwood River
DRAG HIGH
TENSION

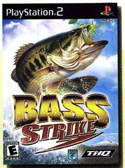

LINE 068.4 ft
DEPTH 004.0 ft
06:03
Boone Reservoir
DRAG HIGH
TENSION

Select from more than 35 lures,
each with their own unique
characteristics.

THQ™

www.thq.com

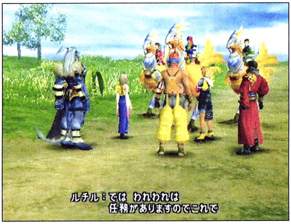
BASS STRIKE

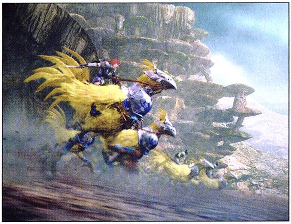

PlayStation 2
BASS STRIKE
THQ

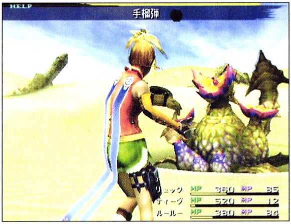
Final Fantasy X

Your monthly dose of X

With each release, the Final Fantasy games have depended more and more on cinematics for storytelling—but Final Fantasy X surely takes the cake now. Though filled with incredibly lush and lively computer-generated cutscenes, everything works so much better this time around thanks to the PS2's DVD video playback. These Hollywood-quality CG sequences—arguably **Square**'s finest yet—look absolutely stunning on PS2, making it truly seem as though you are playing through a wonderful fantasy epic. Even better, this time around the game perfectly integrates CG scenes and real-time graphics. You often find yourself wondering what is prerendered and what is real-time, a feat accomplished in very few PS2 games thus far. You'll see what we mean in **January**.







Deus Ex: The Conspiracy

It hasn't been dumbed down at all

The praise piled upon Deus Ex is unprecedented. Not since the release of Half-Life a few years ago has the game-playing world been so united in their opinion of a PC game. Part shooter, part role-playing game, part action/adventure, it provides a unique gaming environment that allows you to tackle the problems posed in a variety of different ways. Since no single solution to each puzzle or situation exists in the game, you take the resources at your disposal and make do. Just like—shock, horror—*real life*.

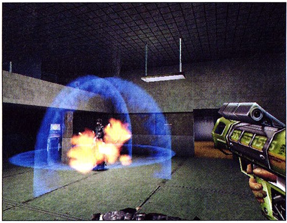
The PS2 version of Deus Ex promises a faithful port of the original. At first, there had been fears that the complex control scheme of the PC game would be "dumbed down" for console gamers, thus diminishing its impact. This isn't the case, though, and the teams from **Eidos Interactive** and **Ion Storm** have completely re-engineered the game to work effectively with the Dual Shock 2.

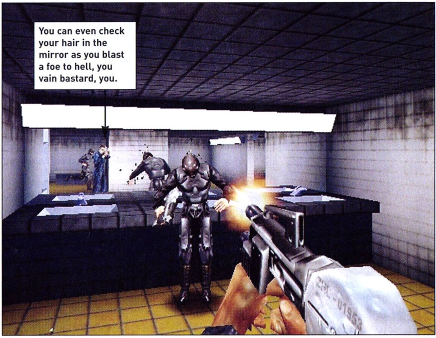
If you like your games moody and futuristic, Deus Ex is going to be right up your alley. It's a shame that its success could be affected by the fact it's out the same time as Metal Gear Solid 2. Perhaps you should consider making two game purchases in **mid-November**.

Preorder Watch

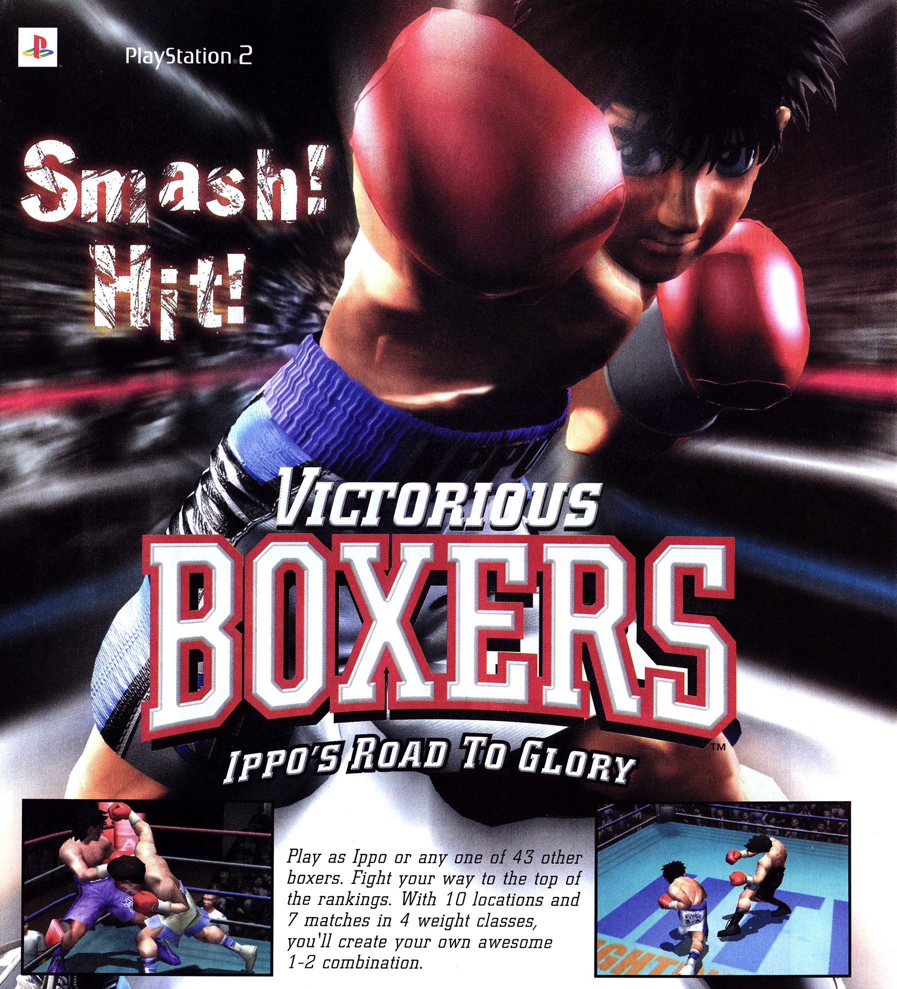
STORE	PRE-ORDER	PRICE	SHIP DATE
Amazon.com	Y	$49.99	11/16/01
BestBuy.com	N	N/A	N/A
Buy.com	Y	$48.99	11/14/01
EBgames.com	Y	$49.99	11/13/01
GameStop.com	Y	$49.99	11/13/01

all data as of 9/3/01





You can even check your hair in the mirror as you blast a foe to hell, you vain bastard, you.



VICTORIOUS BOXERS

IPPO'S ROAD TO GLORY™

Play as Ippo or any one of 43 other boxers. Fight your way to the top of the rankings. With 10 locations and 7 matches in 4 weight classes, you'll create your own awesome 1-2 combination.

Based on the best-selling Japanese comic book "Hajime no Ippo"

TEEN
T
Violence
CONTENT RATED BY ESRB

Victorious Boxers © 2000/2001 Jyoji Morikawa/Kodansha. © 2000/2001 ESP/Kodansha. Translation © 2001 Empire Interactive Europe Ltd. Developed by New Corporation. Published by Empire Interactive Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

empire INTERACTIVE
www.empireinteractive.com

ESP ENTERTAINMENT SOFTWARE PUBLISHING

KODANSHA

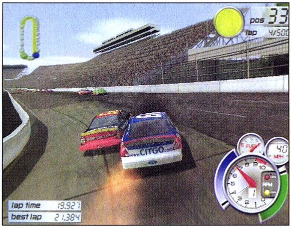
NASCAR Thunder 2002

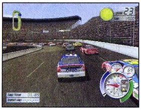
The Thunder rolls

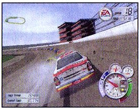
Treating NASCAR like a real sport? Who'd do such a thing? The answer is **EA Sports' Tiburon** crew (you know...the Madden guys). Now rednecks the world over will be able to check stats on everything from pole positions to the rookie points for more than 55 drivers (including guys like Jeff Gordon, Bobby Labonte and rookie-sensation Kevin Harvick). Plus, players can create their own drivers and cars, complete with real sponsors like NBC, Goodyear and Prestone, among others.

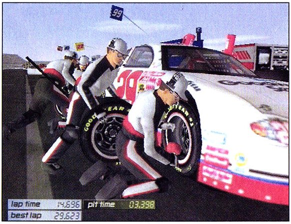
But the thing that'll really whip the mulleted masses into a frenzy is NASCAR Thunder 2002's 43-car field in every race. The constant traffic you're forced to contend with on short tracks like Bristol and Richmond promises to make this game so much more than simply driving in really fast circles.

And to top it off, Thunder features a career mode for the first time in the franchise's history. Create a car and driver, then race hard to impress and sign new sponsors and eventually win eight championships (which is one more than both Richard Petty and Dale Earnhardt, for those of you who were wondering). Look for Thunder to make some noise this **November**.









WWF SmackDown! Just Bring It

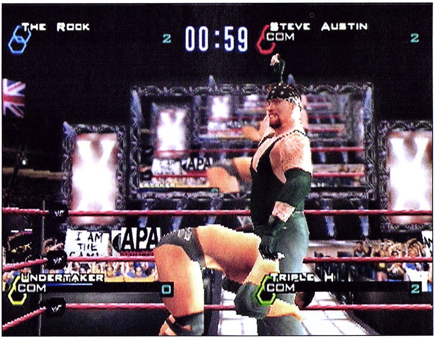
This is what The Rock's been cookin'

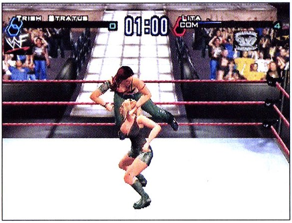
Anyone playing through the PS one SmackDown! series surely took a moment of pause before and after shoving a digital fist down some wrestler's polygonal throat. The moment of pause was spent patiently considering the technological limits of the PS one, and whether or not **THQ** and SmackDown! creator **Yuke's** could use the PS2 to overwhelm even the most die-hard wrestling fans' imaginations when the game is released in **October**. Could this game-making team reignite that constantly flickering video game wrestling fire that burns so deeply within us all?

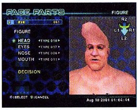
The answer is a real hardy "probably." Considering the strides between the original SmackDown! and Know Your Role, it's obvious that they have their finger on the pulse of pro wrestling and all of the hurricane changes that can sweep over the Federation in the course of one month.

Just Bring It features 36 of the top WWF superstars, including SmackDown! newcomers William Regal, Molly Holly and Raven. If someone's missing from the roster that you really want to see (meaning pretty much anyone new since this whole Alliance business began a few months back...sorry, Booker T), don't fret. The Create A Superstar feature is ocean-deep, though it can too easily delve into the ridiculous. With the PS2's power, there can now be as many as nine wrestlers in the ring at once, instead of four from the originals. This comes in handy when you're battling in the six-man tag-team match where it's pretty much mayhem with the ruse of conformity.

The jury is still out on whether or not including announcers Tazz and Michael Cole was a good idea but we're definitely fans of the way the audience holds up signs taunting and lauding their favorite wrestlers. (We question the *realism*, though—all the words on those signs are spelled correctly!)







UNDER
INSURREXTION
UNDERTAKER

Project 0

Tecmo tackles horror gaming

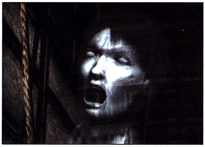
Move over, Resident Evil. If you thought flesh-eating zombies were scary, picture a renegade Ghostbuster wearing a Japanese schoolgirl outfit. Thankfully much sexier than a transvestite Harold Ramis, errant waif Miku stars in Project 0, **Tecmo**'s new horror action-adventure extravaganza. Less Splatterhouse than Silent Hill, it's psychological terror on a nerve-wracking scale, only with more Kodak moments than the average waking nightmare.

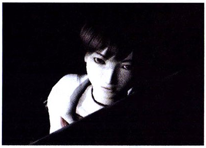
Following her brother's disappearance, Miku unwisely enters mysterious Himuro Mansion hot on his trail. Finding anyone among the dark, enclosed manor passages won't be easy, though; 30-40 rooms, plus an attic, Japanese garden, temple and cemetery await exploration. From a third-person view, you'll skulk around for 20-30 hours in the dark with a flashlight, searching for clues, surmounting puzzles, and fending off ghosts using an ordinary camera.

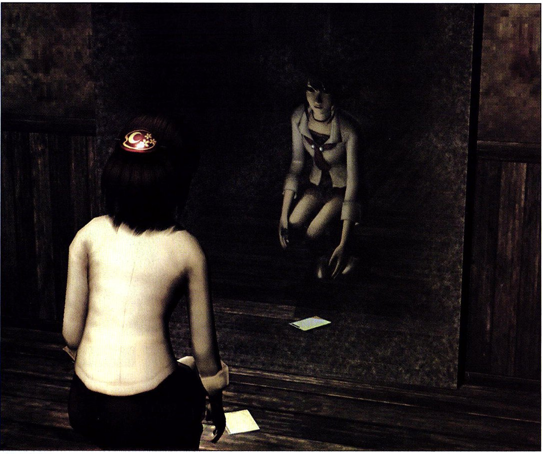
When not admiring a grainy, gritty presentation or freaking out over flashbacks and brief glimpses of motion, attacks come fast and furious. The locals are rather, er, spirited, and attack from all directions. Switching into a 3D, first-person camera perspective, you must quickly snap photos of marauding ghosts or face health-sapping hugs (reminds you of your ex, eh?). By doing so, undead souls are captured on film and saved in an album of 40 pictures that can be edited, added to, and maintained for posterity.

Like most spooky titles, Project 0 drips with ambience. From blurring effects to wicked in-game cinematics and hazy motion filters, no expense has been spared. Additionally, camera usage isn't just a gimmick—photographing certain objects or areas reveals hidden hints. Audible creepiness abounds as well, with the sound of wind blowing or footfalls echoing throughout the manse ever present.

Tecmo promises minor changes before the stateside release **next year** (see the aforementioned girlie costume). Regardless, Project 0 won't be just distinctly Japanese in origin when it arrives, but supremely unnerving to boot. Sleep well, horror fans...

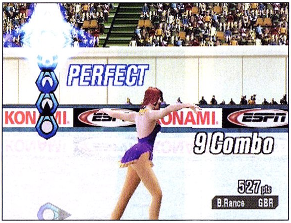


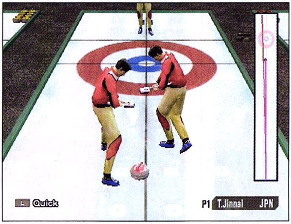




10.98

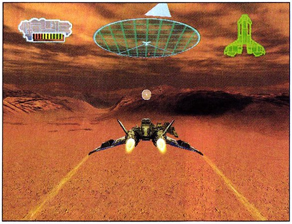
KONAMI





ESPN Int'l Winter Games 2002

Last fall, International Track & Field swept through the *OPM* office like mad, as the assortment of creatively competitive events addicted everyone. We hooted, we hollered. We rejoiced in breaking world records. Now **Konami** and ESPN return in **January** with the winter version of their summer success, and we're equally enthusiastic. All types of skiing (from downhill to freestyle) lead the charge, while figure skating and curling are sprinkled in to test your Olympic mettle.



Defender

At last, **Midway** has proven it has the goods to deliver a topnotch remake, as demonstrated recently by Spy Hunter (see Reviews). But does developer **7 Studios** (Legion: The Legend of Excalibur) have what it takes to repeat the magic for the reimagining of the 1980 arcade classic Defender? Boasting a gameplay mix of action and strategy (and a pretty sweet opening CG sequence, which we've already seen), it certainly has potential. We just have to wait 'til **2002**.

Baldur's Gate: Dark Alliance

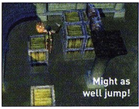
Not your PC's Baldur's Gate

Thud! With an unsuspected blow to the back of your head, a group of bandits has welcomed you to the port town of Baldur's Gate by knocking you out cold and taking all of your possessions. When you come to, only one thought resonates in your mind: revenge.

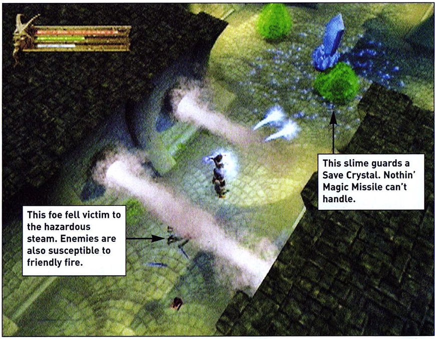
So sets the stage for Baldur's Gate: Dark Alliance, the first PS2 offering from **Interplay** in the critically acclaimed and wildly popular PC franchise of the past few years. But, if you've read up on this one since we started covering it several months ago, you know not to expect a port of a Baldur's PC title—not even the same style of gameplay. Rather, this one adopts a much more Diablo-esque hack-n'-slash mentality, coupled with an admirable amount of RPG depth—just as you'd expect from something bearing the Dungeons & Dragons Forgotten Realms label.

We've spent a solid eight hours with the game so far, and boredom has never once entered into the picture. Beating up on the legions of giant rats, kobolds, skeletons, zombies, gelatinous cubes and more has a particularly addictive quality, as you work toward the next plot point and gain experience and gold for some truly kick-ass weapons and armor with which to equip your human archer, dwarven fighter or sultry elven sorceress.

Few PS2 games thus far have impressed us aesthetically as much as Dark Alliance. Whether they come via the jaw-dropping water effects, the particle-effect-happy spells or simply the lush, interactive backgrounds, the game's graphics should entice anyone remotely interested in the genre. There's some great ambience included as well, such as the ghosts that wander the Crypt, not there to harm you...just kind of *there*. A second player can even join the action, making for a fully cooperative quest if you want it, when Dark Alliance debuts in **November**.



Might as well jump!



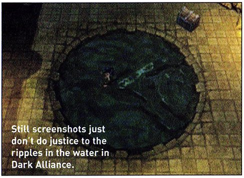
This slime guards a Save Crystal. Nothin' Magic Missile can't handle.

This foe fell victim to the hazardous steam. Enemies are also susceptible to friendly fire.

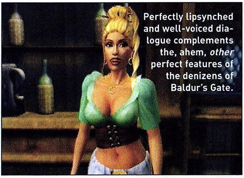
Preorder Watch

STORE	PRE-ORDER	PRICE	SHIP DATE
Buy.com	Y	$50.99	11/15/01
EBgames.com	Y	$49.99	11/15/01
Express.com	Y	$48.99	9/1/01
GameStop.com	Y	$49.99	11/15/01
Microplay.com	Y	$49.99	N/A

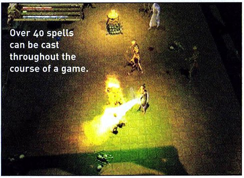
all data as of 9/4/01



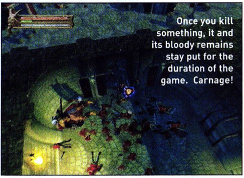
Still screenshots just don't do justice to the ripples in the water in Dark Alliance.



Perfectly lipsynched and well-voiced dialogue complements the, ahem, *other* perfect features of the denizens of Baldur's Gate.



Over 40 spells can be cast throughout the course of a game.

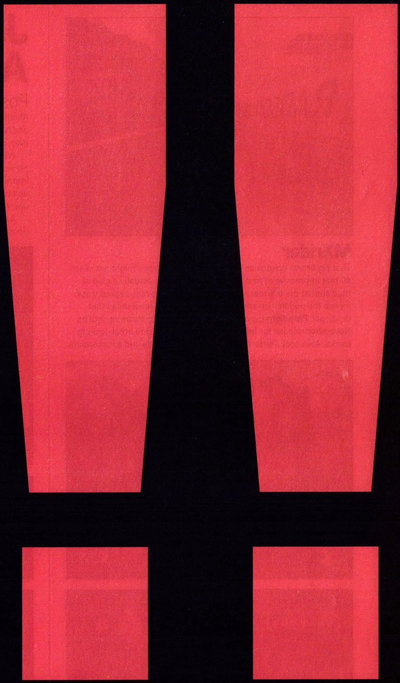


Once you kill something, it and its bloody remains stay put for the duration of the game. Carnage!

Stylin'

A big part of being a hero is looking good while you slay your monsters. Dark Alliance allows you a huge wardrobe of various types of armor throughout the course of a game. You can even go about fighting the forces of evil in just your underwear (right). (That really doesn't offer much protection to you, though.)

11.01



TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 2

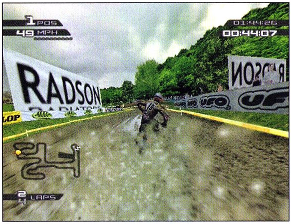
SONS OF LIBERTY™

MATURE M CONTENT RATED BY ESRB

Animated Violence
Animated Blood

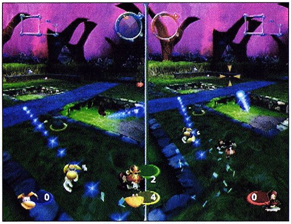
PlayStation®2

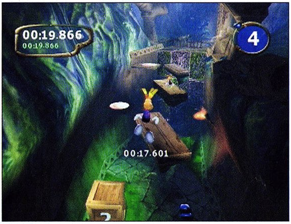
METAL GEAR®, METAL GEAR SOLID® and SONS OF LIBERTY™ are either registered trademarks or trademarks of KONAMI COMPUTER ENTERTAINMENT JAPAN, INC. © 1987 2001 KONAMI COMPUTER ENTERTAINMENT JAPAN. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.



MXrider

That big brown splotch on the bottom of this screen might not seem all that impressive at first, but consider this: It's actually a glop of mud sent at the MXrider's in-game camera on a rain-soaked track (notice the puddles up ahead, as well). It's the kind of detail that developer **Paradigm** (SpyHunter) seems intent on throwing into its **November** release for **Infogrames**, along with some great-looking tracks. Also cool: Perform tricks to gain popularity and sponsorships.





Rayman Arena

Thinking that some moron in a rush might actually mistake the "M" in Rayman M for Mature (it was short for Multiplayer, by the way), **Ubi Soft** changed the name of this **December** release to the far-less-confusing Rayman Arena. Up to four players can choose among the eight selectable characters and compete in 24 different races and arena battles. While the melee levels could use some polish, the foot races are already proving to be a good bit of mindless fun.

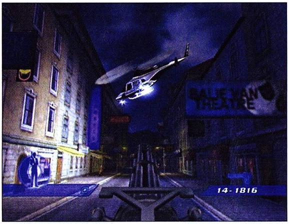
James Bond 007 in... Agent Under Fire

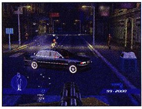
Possibly Bond's finest PlayStation outing yet

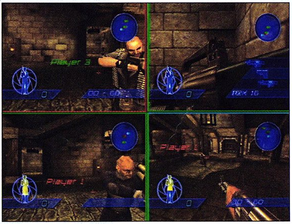
About a year ago, we saw two PS2 Bond titles from **EA Games** in our future: The World Is Not Enough and 007 Racing. But they both eventually got canceled. Nixed. Eighty-sixed. Rising from the ashes, however, comes a veritable amalgam of the two—a completely original story known as Agent Under Fire.

What we've sampled of the game so far shows promise, with its gameplay that ranges from first-person shooter action based on the Quake III engine to some wicked car combat. We were most impressed with the game's tank level, in which you blast away with the steel behemoth's gatling gun and turret as you enjoy the on-rails ride. And since everything is destructible, you can wreak havoc upon the poor European town you drive through. Trust us, it's loads of fun.

Agent Under Fire also features a multiplayer mode, which EA claims will capture the magic of N64's GoldenEye. It's too early to tell, but you can judge for yourself in **November**.







Multiplayer

Go grab some friends and a Multitap! Ever since GoldenEye was released on Nintendo 64, a good multiplayer mode has pretty much been the requirement for Bond games. Agent Under Fire comes through with such a feature filled with different stages to choose from and a bunch of different options to select. And the best part is, the game manages to keep things running at 60 frames per second so that you can actually see what's going on.

POWER STEERING FOR PLAYSTATION® 2.

Driving Force™ with
true force feedback

Feel realistic G force
in the turns.

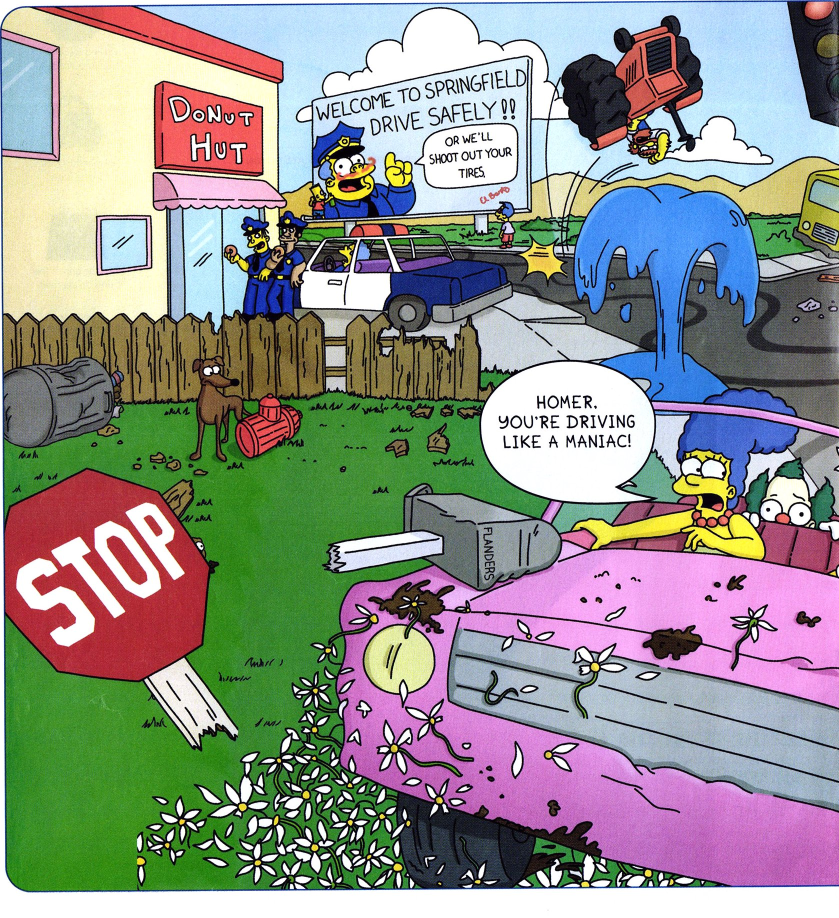
Feel the grip of the
tires on the road.

Feel it in your fingers
Your arms. And your g

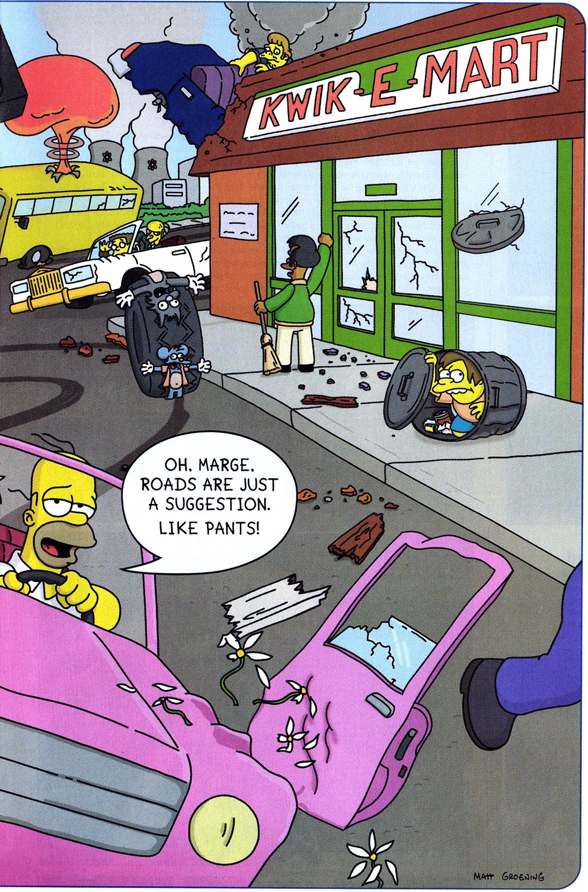
Logitech®

www.logitech.com/drive

©2001 Logitech. Logitech, the Logitech logo, and other Logitech marks are owned by Logitech and may be registered. ©2001 Sony Computer Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks and "PS2" is a trademark of Sony Computer Entertainment America Inc. All rights reserved.


DONUT HUT
WELCOME TO SPRINGFIELD DRIVE SAFELY!!
OR WE'LL SHOOT OUT YOUR TIRES.
HOMER. YOU'RE DRIVING LIKE A MANIAC!
STOP
FLANDERS

© 2001 Electronic Arts Inc. EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. ©2001 Twentieth Century Fox Film Corporation. All Rights Reserved. Fox Interactive, The Simpsons, The Simpsons Road Rage and their respective "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either trademarks or registered trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The ratings icon is a registered


KWIK-E-MART
OH, MARGE, ROADS ARE JUST A SUGGESTION. LIKE PANTS!
MATT GROENING

Mr. Burns' nuclear-powered fleet of critical mass transit is making Springfieldians catch "ride-share fever"! Help buy the bus system back by driving fares through rush-hour traffic, suicide shortcuts and unsuspecting buildings. Take the fastest possible route. Or just use the roads.

The Simpsons ROAD RAGE

thesimpsonsroadrage.com

logos are trademarks of Twentieth Century Fox Film Corporation.
trademark of the Interactive Digital Software Association.

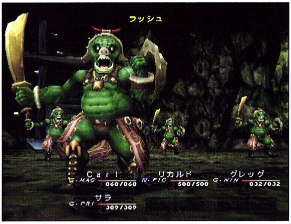
TEEN
T
CONTENT RATED BY ESRB
Mild Language
Suggestive Themes
Violence

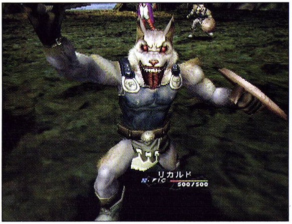
FOX INTERACTIVE

EA ELECTRONIC ARTS

PlayStation 2

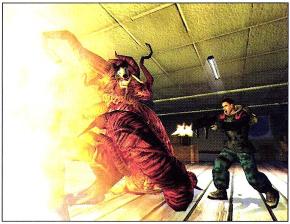
XBOX





Wizardry: Tale of the Forsaken Land

The title was in serious doubt when we first previewed **Atlus' November** RPG, but it appears that the right to use the well-known Wizardry name is finally official. Like in the revolutionary PC series that helped popularize RPGs in the early '80s, Forsaken Land places you into a huge 3D dungeon teeming with all sorts of interesting creatures. You can even utilize special attacks with other party members.



The Thing

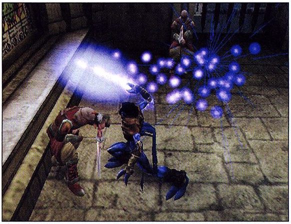
While plundering its back catalog of intellectual copyrights, it's clear that **Universal** stumbled across the obvious: John Carpenter's classic horror flick *The Thing* = good candidate for survival-horror game. U.K.-based developer **Computer Artworks** is on the case, and is trying hard to bring some new pizzazz to the genre. By using the main themes of the movie, fear and trust, players must anticipate the emotional reactions of other characters in order to succeed.

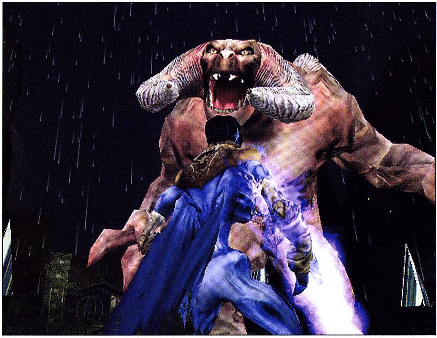
Soul Reaver 2

About bloody time, too

To read the game description found on **Crystal Dynamics'** and **Eidos Interactive**'s Web site, www.eidosinteractive.com, we'd forgive you for thinking of it as the sleeve notes to a Goth concept album from the mid-'80s. "Raziel emerges from the Chronoplast time portal, and returns to different eras of Nosgoth's past in his relentless pursuit of Kain," it begins before continuing in prose that might as well have a Siouxsie and the Banshees or Bauhaus track playing in the background. "Over the course of his journey, he unearths the mysteries of Nosgoth's ancient races, and exposes the secrets behind the corruption of the Pillars and the vampire genocide. Confronting the shadows of his unremembered past, he discovers a web of destiny stretching eons into..." blah blah blah, destiny, boys in lipstick, vengeance, black nail polish, etc., etc.

Anne Rice-worthy romanticism aside, Soul Reaver 2 has been eagerly awaited for far too long now. The original game left players with a cliffhanger ending that made *The Empire Strikes Back* look subtle, but rest assured, everything comes to a satisfying conclusion this time. Honest. The game is also completely "exclusive" to PS2 now. So your Xbox-purchasing chums won't be able to enjoy it.



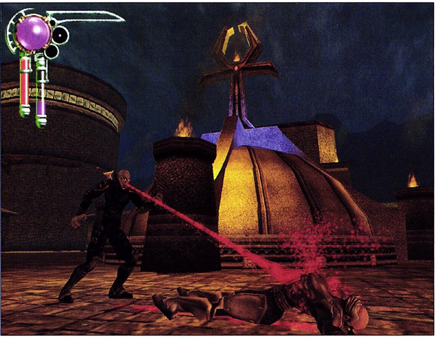


Blood Omen 2

Kain's sequel. Is it part 2? Or is it really part 4?

As we've mentioned before, although Blood Omen 2 is the second game that "stars" Kain, it's actually the fourth in **Eidos Interactive**'s "Legacy of Kain" series. Chronologically, though, it's the second game in the overall timeline, and deals with Kain's transformation from Boy Scout vampire to full-on Vampire Scout with all the merit badges: Practical Impaling, Head Off-Ripping, and both junior and advanced Blood Sucking, to name a few. He's also learned some rather nifty stealth tactics that wouldn't look out of place in a certain other big-name action game that's also due to hit this **November**.

From the very earliest stages of Blood Omen 2, it's clear that Kain's becoming one hell of a mean muddyfunster while also growing a mane of hair that wouldn't look out of place should he decide that his true calling is as rhythm guitarist for '80s hair-metal wonders Britny Fox. While the story is the usual vengeance, anger and nastiness guff that you'd expect from something involving a vampire with an attitude problem, it's also worth paying some attention to the presentation of the game. So powerful are the technical gubbins driving Blood Omen 2 that it will provide the basis for the majority of all **Crystal Dynamics'** games from now on, replacing the "guts of Gex" that drives the Soul Reaver games.



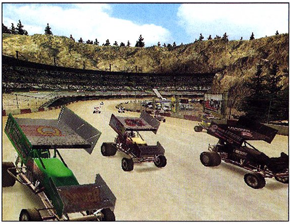
Solid Kain

Sneaking around is of paramount importance in Blood Omen 2. While Kain is a pretty mean dude who can take on pretty much anyone, it's in his best interest to keep out of sight whenever possible. By stalking his prey in a more considered fashion, he can ensure that he isn't discovered by any meddling humans who think they understand this whole vampire malarkey. An ability to turn into a cloud of mist helps Kain's cause enormously.

Pre-Order Watch

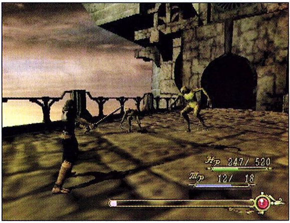
STORE	PRE-ORDER	PRICE	SHIP DATE
Amazon.com	N	N/A	N/A
Buy.com	Y	$49.99	11/21/01
Bestbuy.com	N	N/A	N/A
EGgames.com	Y	$49.99	11/20/01
Gamestop.com	Y	$49.99	11/20/01

all data as of 9/3/01



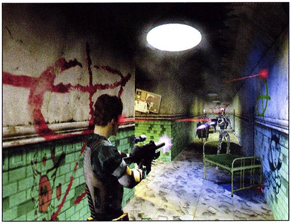
World of Outlaws: Sprint Cars 2002

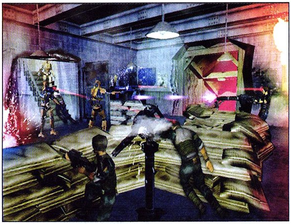
Since 1998, **Ratbag Games** has developed racing titles for PC using its Difference Engine. Its first foray into console gaming, World of Outlaws, hits PS2 this **October** for **Infogrames**, throwing us into the fastest-growing motor sport in America. The game includes 12 real-life tracks, vehicle damage, day and night races, support for as many as four players, and speeds exceeding 160 miles per hour.



Tsunagai

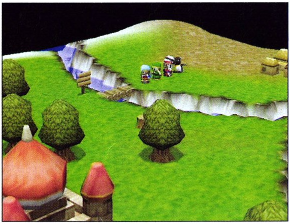
In a wise move, **Atlus** has picked up Sony of Japan's 3D RPG Tsunagai for a release in the States this **winter**. Featuring a quest that revolves around a soul possessing other characters in order to progress the narrative, Tsunagai appears to offer a fresh idea to the RPG genre. Also featuring a Celtic-themed soundtrack from renowned composer Yasunori Mitsuda (Chrono Cross) and an immersive battle system, this may actually be a true quality package.





The Terminator

Not many prequels take place in the future. Not so for **Infogrames'** video game version of The Terminator, however. Set in 2029, it sets the stage for the first film, when human resistance leader John Connor sent Kyle Reese back in time to save his mother from cyborg Arnold so that he could be born in the first place. You'll experience a series of battles with Skynet, the rogue artificial intelligence bent on destroying us all. We'll have lots more for you by **spring**.



RPG Maker

If there were any faults with the first RPG Maker, the severely dated graphics, clunky menu management and extremely static environment sets were certainly among the most significant. Japanese developer **Enterbrain** hopes to address these issues with the PS2 version, due out this **December** in Japan. Not only will you be able to build a fully 3D environment (complete with overworld), but the game also supports USB keyboards. No word yet on a U.S. release.

Splashdown

Monkey Sea, monkey Doo

Picture ATV Offroad Fury's expansive environments, with the realistically rolling landscapes, the impressive sight distances and the loads of scenery. Now, picture those environments flooded with water—water that looks so realistic that it invariably makes onlookers stop and stare. Obviously, you're going to have to ditch those ATVs, though. How about Sea-Doos?

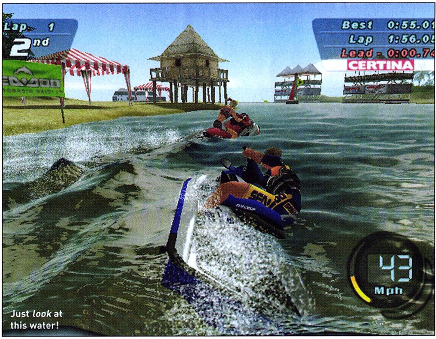
OK, it might seem like we're getting a little far from the original example, but trust us when we say the comparison is valid. **Infogrames'** Splashdown is being developed by **Rainbow Studios**, who created ATV Offroad Fury. So the games are structured similarly, share a similar graphical style, and feature the same mix of white-knuckle racing and trick execution. This time, though, tricks are necessary for regular racing, since they contribute to your Performance Meter which, when filled, improves both acceleration and top speed. The competition in Splashdown seems much more brutal than in ATV (in this early stage, anyway), since collisions with opponents can frequently send you spinning off course.

You'll also have to pay closer attention to the pitch of your Sea-Doo. Leaning back makes you hydroplane, gaining speed at the cost of handling. And leaning forward lets you dip underwater and come up quickly, useful for bunny-hopping obstacles. You'll be able to explore the intricacies when the game is released in **November**.

3rd
CERTINA

5th
CERTINA

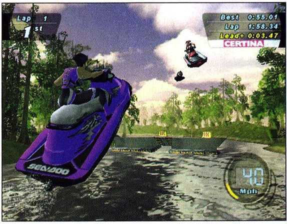
4th
CERTINA
54

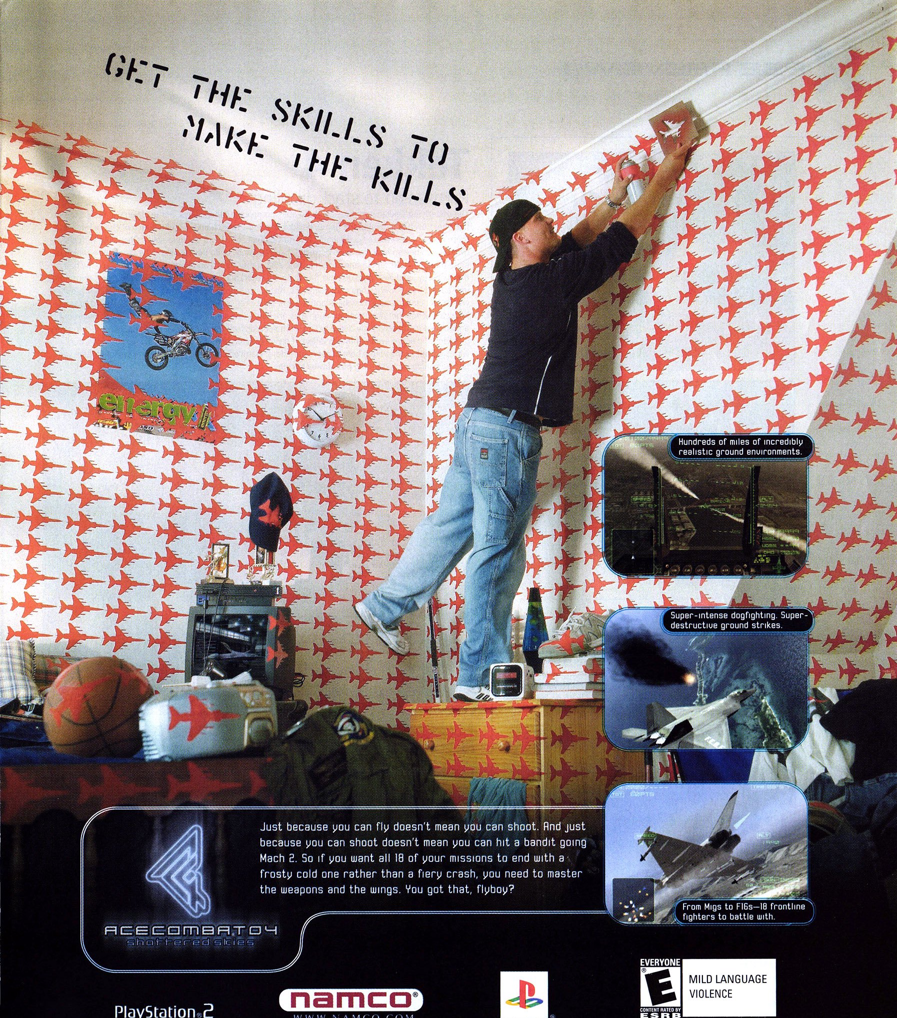


Just *look* at this water!

5th
CERTINA

2nd
CERTINA
38





Hundreds of miles of incredibly realistic ground environments.

Super-intense dogfighting. Super-destructive ground strikes.

From Migs to F16s—18 frontline fighters to battle with.

Just because you can fly doesn't mean you can shoot. And just because you can shoot doesn't mean you can hit a bandit going Mach 2. So if you want all 18 of your missions to end with a frosty cold one rather than a fiery crash, you need to master the weapons and the wings. You got that, flyboy?

ACECOMBAT04
shatteredskies

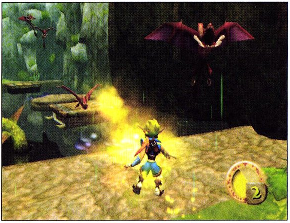
EVERYONE
E
CONTENT RATED BY
ESRB

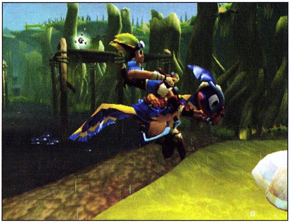
MILD LANGUAGE
VIOLENCE

PlayStation®2

namco®
WWW.NAMCO.COM

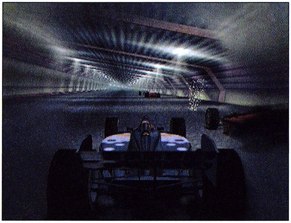
F-22 Raptor and F-16 Fighting Falcon are Trademarks of Lockheed Martin Corporation used under license to Namco. ACECOMBAT®04 shatteredskies & © 2001 Namco Ltd., All Rights Reserved.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.





Jak and Daxter: The Precursor Legacy

Still on track for a **December** release, **Naughty Dog**'s new game could well be the last-minute holiday hit this year. We've covered it extensively in the past few months, but it's so gorgeous we want to share every new screenshot we get with you. Featuring lovable characters, incredible animation and a seamless world (with no load times—yay!) it's clear that the Dogs haven't lost their touch.



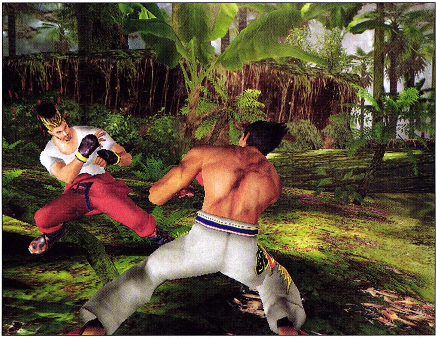
Driven

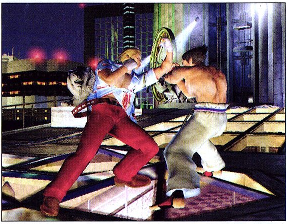
Scheduled for an **October** release, **bam!**'s game adaptation of Sylvester Stallone's racing flick is nearly ready. And although it doesn't seem as in-depth as most F1-style racing games, Driven does feature a unique twist—if you race well, you can fall into "the zone" and get a speed boost (the sound drops to a whisper and the screen gets fuzzy, as seen in the pic above). It's interesting, to say the least. Stallone also provides vocal commentary. Which, too, is interesting.

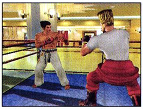
Tekken 4

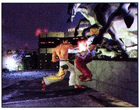
Permission to start drooling

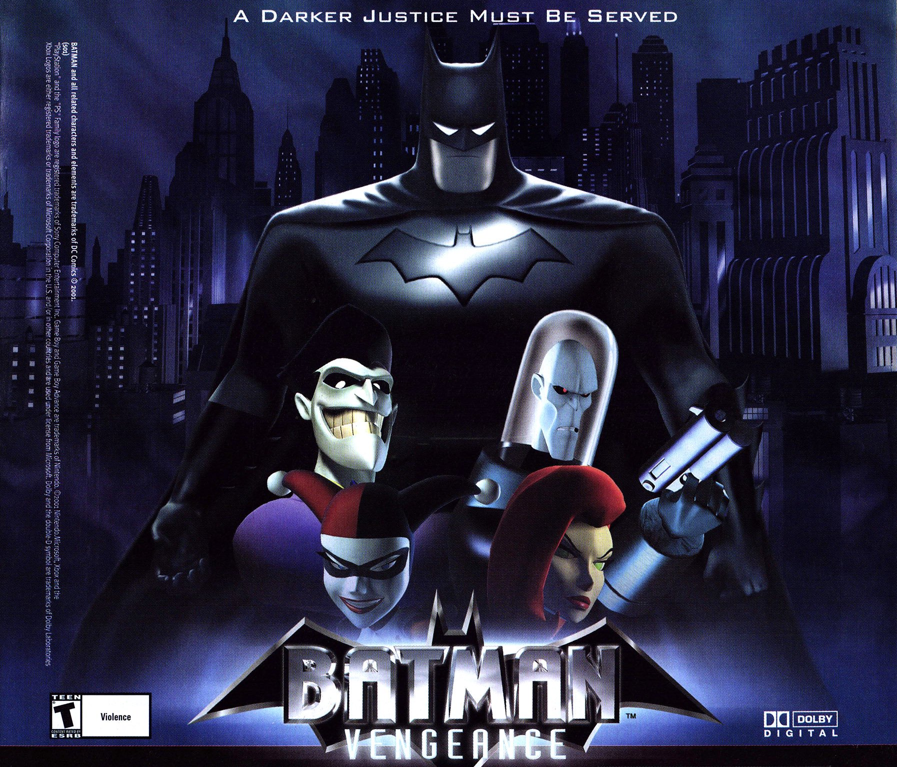
The underlying Tekken storyline is getting quite complicated these days. Some of you will be surprised that there even *is* a point to the game, besides beating seven shades out of a bunch of characters—but there is. So here's what's up: Heihachi (old guy, balding) has been trying to splice Ogre DNA with his own so that he can become more powerful. Unfortunately, to do this he needs the Devil Gene, which is something he lacks. Jin (mean-looking dude, sort of the "hero") and Kazuya (fancy pants, pointy hair, the "bad guy" and Jin's pop) do have this gene, however, and that's why they have a tendency to mutate into purple things with wings and laser eyes. Kazuya was presumed dead at the end of Tekken 2, but he was in fact cloned and is now back and meaner than ever. He's pissed at Heihachi, who wants to steal Kazuya's genes (not his jeans, although they are kinda cool-looking). So a fourth Iron Fist tournament is announced to lure everyone out of hiding. In the process, all the old favorites turn up, many looking very different and some even fighting in different styles (you should see Yoshimitsu's death mask/butterfly wings getup), along with a host of new characters. **Namco** has yet to announce a firm launch date yet, but we anticipate something possibly by **spring**.










A DARKER JUSTICE MUST BE SERVED
BATMAN™
VENGEANCE
TEEN
T
CONTENT RATED BY
ESRB
Violence
DOLBY
DIGITAL

BATMAN and all related characters and elements are trademarks of DC Comics © 2001.
(s01)
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Game Boy and Game Boy Advance are trademarks of Nintendo. ©2001 Nintendo.Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. Dolby and the double-D symbol are trademarks of Dolby Laboratories

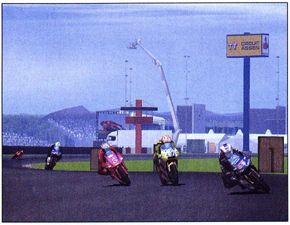
Next Gen Action with over 500 animated Batman moves

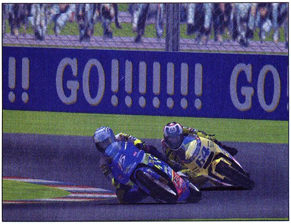
Next Gen Gear including 10 devices like remote charges

Next Gen Combat with intense martial arts combos

For more info visit www.ubisoft.com/batmanvengeance

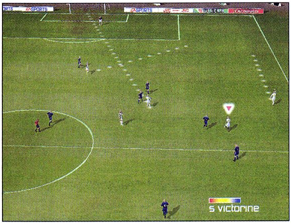
PlayStation 2 · GAME BOY ADVANCE · XBOX · Ubi Soft





Moto GP 2

Video game Superbike racing really doesn't get much better than this, folks. What you see here are first shots of the sequel to **Namco**'s original PS2 bike hit. While not much is known about Moto GP 2, you can expect it to be filled with all sorts of graphical upgrades, more tracks, and the 2001 roster of bikes and riders. Unfortunately, we don't have a U.S. release date for the game yet, but we've been assured that it'll be out within the **first half of 2002**.



FIFA 2002

If you thought last year's FIFA was groundbreaking, wash that idea from your memory bank. **EA Sports'** new FIFA, due in **October**, is spectacular, down to the second analog stick. Passing, a shortcoming on the PS2 debut, has been redone. It's pressure-sensitive, to start with, and now you can execute give-and-gos with the right analog stick. Wise move. The analog stick makes for precision and quickness that can penetrate the defense. Expect this FIFA to knock your spikes off.

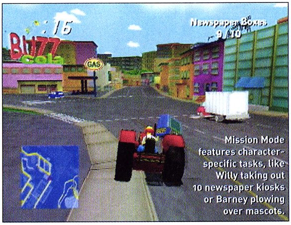
The Simpsons: Road Rage

Crazy Taxi—Simpsons style

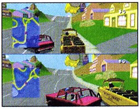
Even though countless Simpsons games have hit various consoles ever since Bart battled the Space Mutants 10 years ago, it's safe to say that nary a one has offered anything particularly innovative—stuff that future video games attempt to emulate in order to achieve commercial success. And that's certainly not about to change with the **fall** release of Road Rage from **EA Games**. This is Crazy Taxi: The Simpsons Version through and through. But who ever said there's anything wrong with that?

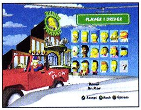
Actually, it can be said that Road Rage has a few things lacking from Sega's instant (and, quite obviously from this direct knockoff, influential) classic. For one thing, you've got a whole lot more than four characters to zoom maniacally through Springfield with—18 in all. In a real "why didn't anyone else think of that before?" move, earning enough fares at the end of a turn allows you to add to your initial five characters by selecting the unlockable one of your choice. And in addition to simply having more characters, Road Rage offers customized rides for everyone, which, unlike Crazy Taxi, all handle uniquely. Better yet, the vehicles themselves have often been seen in episodes of the show, whether they be as well-known as Homer's Family Sedan or as obscure as Barney's Plow King or Marge's Canyonero SUV.

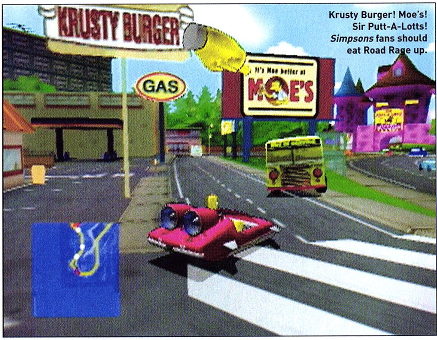
And if nods to single episodes with the cars aren't enough to satisfy Simpsons fans, the very scenery—simply seeing a 3D Springfield first-hand—should do the trick. You'll notice signs promoting Mayor Quimby, *The Itchy & Scratchy Movie*, Channel Six News With Kent Brockman and more. You'll drive through and/or pass such landmarks as the Duff Brewery, Springfield Elementary and the nuclear power plant. Meanwhile, tons of hilarious dialogue complements the action. It may not offer anything incredibly new, but Road Rage seems primed to be the one game that Simpsons fans have been waiting for.



Mission Mode features character-specific tasks, like Willy taking out 10 newspaper kiosks or Barney plowing over mascots.







Krusty Burger! Moe's! Sir Putt-A-Lotts! *Simpsons* fans should eat Road Rage up.

Chosen To Save A Generation.
Destined To Save A World.
Hoping To Save Himself.

An Astonishing 6 CDs!
Four Complete Games!
100+ Hours of Gameplay!
Special Collector's Packaging!

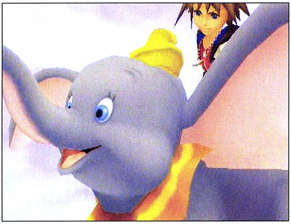
Arc The Lad Collection®

PlayStation

RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for more info.

WORKING DESIGNS®
Our games go to 11!™

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. "ARC THE LAD" is a registered trademark of Sony Computer Entertainment Inc. © 1995-2001. Published by Working Designs under license by Sony Computer Entertainment Inc. English Translation © Working Designs 2001. "Working Designs" is a registered trademark of Working Designs, Inc. All rights reserved. How many Romanians does it take to screw in a light bulb? None. They're too busy taking over the world. Web Address: http://www.workingdesigns.com. For a dealer near you, call (530) 243-3417.



COMMAND
たたかう
まほう
アイテム

Kingdom Hearts

As if a collaboration between **Disney** and **Square** to create an RPG isn't intriguing enough, get this: Final Fantasy character designer Tetsuya Nomura (VII, VIII, X) has been tapped to direct the project. The game, which has been in development for two years already and has a team of 100 working on it, will feature Disney favorites like Donald, Goofy and Dumbo alongside a few all-new characters. We can't wait to help find and rescue King Mickey in the **fall of 2002**.

Mortal Kombat PS2

Hey, look! It's our old friend Jax! Remember him? We last saw him in the horrible, terrible, awful, horrendous (there just aren't enough words in the thesaurus to describe how bad it was) Mortal Kombat: Special Forces. Well, at some point **next fall**, he, Scorpion and all your old MK friends return to their roots in what **Midway** boasts will "once again reinvent the fighting-game genre with never-before-seen features and a completely new fighting engine." We shall see.

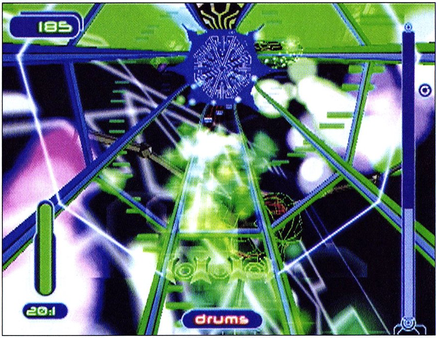
Frequency

The truth Hertz

"Hey, man," you smirk, "I've played BeatMania. I've played Dance Dance Revolution. I'm down with the rhythm games, yo." Think so, tough guy? Wait 'til you check out **Sony CEA**'s newest offering. Think of it as a BeMani game raised to a higher power—in order to complete each song, you have to perfect each element separately. It works like this: You start off on a single track (drums, bass, etc.), where you have a few opportunities to follow the rhythm by hitting Square, Triangle or Circle in time to the music. Once you've finished a measure, the track "locks in" for the rest of the song section—now you move to the next track and start all over again. To make things more challenging, you have to repeat this process for each segment of the song. Sounds difficult, eh? It is—at least in the preview version.

As you open up new songs, you gain the ability to play them in Remix mode, in which *you* call the shots. Want the drums double-time? Go for it. Don't like the synth? Drop it. The game keeps the rhythm while you lay down the tracks. Then, you can save your remix to a memory card and play it as a level within the game. Neat, huh? What's even cooler is that both these game modes can be played online with up to four players when Sony's network adapter launches in **November**.

140
20:4
scratch



bass
guitar

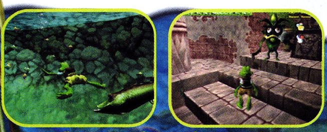
drums
guitar

Multimix

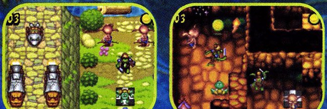
Frequency allows two to four people to play in person (via splitscreen) or online, either competitively, where whoever hits the most notes wins, or cooperatively in Remix mode.

Frogger®'s back!*

*also available in convenient travel size.



Full 3-D gameplay on PlayStation®2.



Classic Frogger action on Game Boy® Advance.

Frogger®

Frogger's hopping into stores this fall in two new magical adventures! Experience full 3D platform action on the PlayStation®2 computer entertainment system and classic Frogger gameplay on Game Boy® Advance. Everybody's favorite amphibian is back and better than ever!

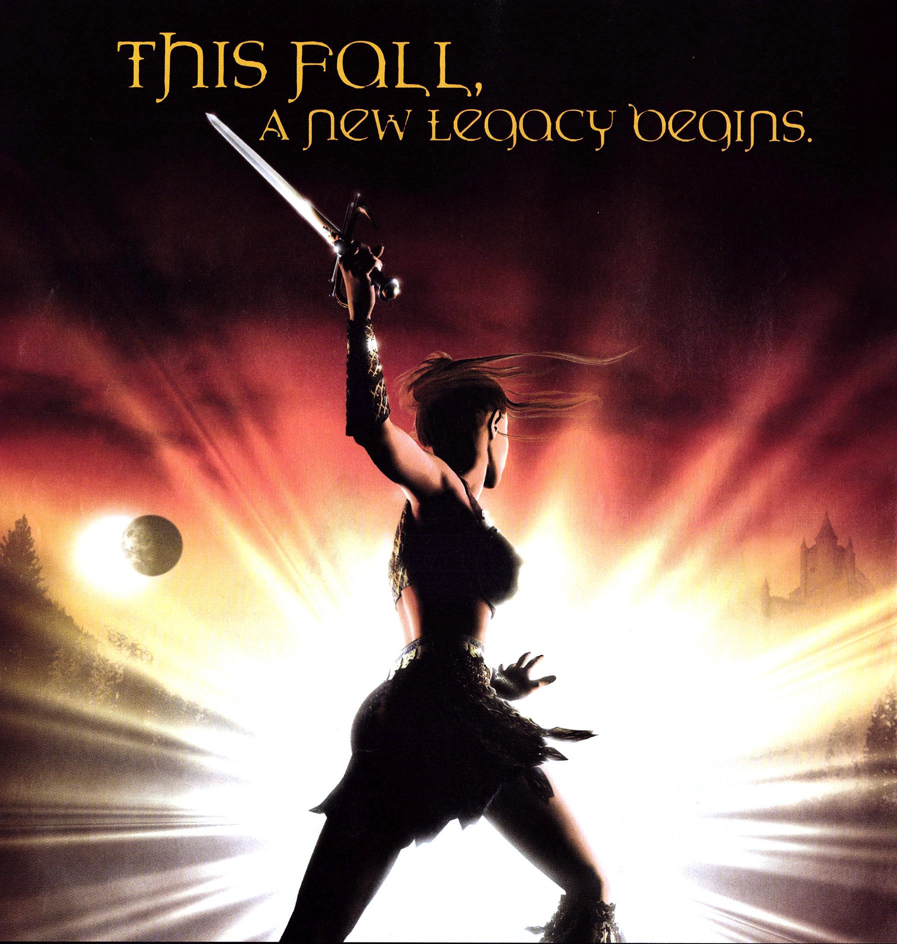
EVERYONE E CONTENT RATED BY ESRB

GAME BOY ADVANCE

PlayStation 2

KONAMI®

Frogger®, Frogger's Adventures™, The Great Quest™, Temple of the Frog™ and Konami® are either registered trademarks or trademarks of KONAMI CORPORATION. © 1981 2001 KONAMI CORPORATION. Game Boy® Advance is a trademark of Nintendo. © 2001 Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved.



RATING PENDING
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org
or call 1-800-771-3772
for more info.

PlayStation®2

BLACK
ISLE
studios

Interplay™

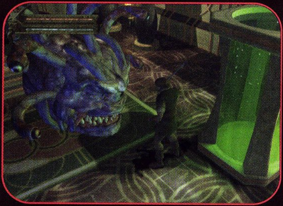
Baldur's Gate: Dark Alliance © 2001 Interplay Entertainment Corp. All rights reserved. Baldur's Gate, Dark Alliance, Forgotten Realms, the Forgotten Realms logo, Dungeons and Dragons, the D&D logo, and the Wizards of the Coasts logo are Black Isle Studios and the Black Isle Studios logo are trademarks of Interplay Entertainment Corp. All rights reserved. Snowblind Studios and the Snowblind Studios logo are trademarks of Snowblind Studios. All rights reserved. "PlayStation"

FORGOTTEN REALMS

Baldur's Gate™

DARK ALLIANCE™

HACK YOUR WAY THROUGH COUNTLESS OPPOSITION



ENCOUNTER MYSTICAL BEASTS

EXPLORE FANTASTIC ENVIRONMENTS

"...IT BLOWS AWAY ANY PS2 GAME ON THE MARKET..."

–cloudchaser.com

developed by
snowblind studios

OFFICIAL Wizards of the Coast LICENSED PRODUCT

DUNGEONS & DRAGONS

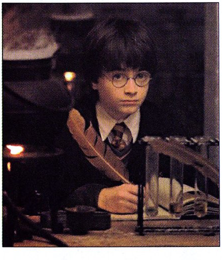
trademarks owned by Wizards of the Coast Inc., a subsidiary of Hasbro, Inc., and are used by Interplay under license. All rights reserved. Interplay, the Interplay logo, "By Gamers. For Gamers.", and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc All other trademarks are property of their respective owners.

Previewed Inside

Dragon Warrior IV..............................132
E.T.: Interplanetary Adventure.........132
Harry Potter & Sorcerer's Stone......132
Mega Man X6......................................131
Monsters, Inc......................................131
Razor Racing.......................................132
Syphon Filter 3...................................130
The Weakest Link...............................132
V.I.P....132

Coming Soon

October		
American Deer Hunter	Interplay	Sports
Arc the Lad Collection	Working Designs	RPG
Castlevania Chronicles	Konami	Action
Deep Sea Fishing	Interplay	Sports
Dexter's Laboratory	bam!	Action
Hidden & Dangerous	Take 2	Action
Hoshigami: Ruining Blue Earth	Atlus	Strategy
Jumpstart Kindergarten	Knowledge Adv.	Edutainment
Monsters Inc.	Sony CEA	Action
Pajama Sam	Infogrames	Edutainment
Power Rangers: Time Force	THQ	Action
The Powerpuff Girls	bam!	Fighting
Razor Racing	Crave	Racing
The Weakest Link	Activision	Trivia
Where/World/Carmen Sandiego?	The Learning Co.	Edutainment
November		
Castrol Honda VTR	Interplay	Racing
Dragon Warrior VII	Enix	RPG
E.T.: Interplanetary Mission	NewKidCo	Action
FIFA 2002	EA Sports	Sports
Harry Potter & Sorcerer's Stone	EA Games	Action
Jeanette Lee's Virtual Pool	Interplay	Sports
Jesse James' 6-Shooter Showdown	Ubi Soft	Shooter
Mega Man X6	Capcom	Action
NBA Live 2002	EA Sports	Sports
Planet of the Apes	Ubi Soft	Adventure
Snoopy's Party Adventure	Infogrames	Action
Tony Hawk's Pro Skater 3	Activision	X-Sports
Twisted Metal: Small Brawl	Sony CEA	Action
V.I.P.	Ubi Soft	Action
December		
Cubix	3DO	Action
Hooters Road Trip	Ubi Soft	Racing
You Don't Know Jack PlayStation	Sierra	Trivia
Zoboomafoo	Encore	Edutainment
Future Releases		
Black & White	TBA	Adventure
Dragon Warrior IV	Enix	RPG
NHL FaceOff 2002	Sony CEA	Sports



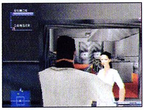
Syphon Filter 3

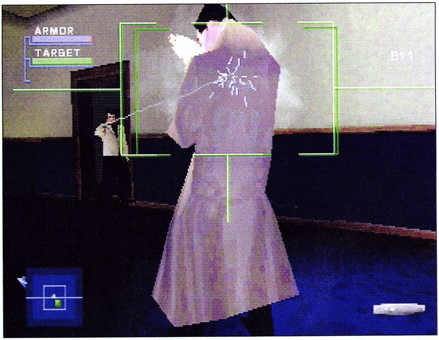
Gabe gives one last go on PS one

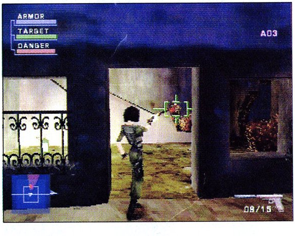
Because of the proximity of their release dates, Syphon Filter was inevitably (and perhaps unfairly) compared with Metal Gear Solid, despite several important differences in gameplay. While MGS focused more on stealth and strategy, Syphon Filter was primarily an action game for those who were looking for something else—and judging by the sales charts and critical acclaim, many people were. Last year's sequel seemed overshadowed, however, by the massive attention given to the PS2 launch, and since the third installment remains on the aging PS one, there's a danger of it being overlooked by gamers who have moved on to the bigger and better. But to ignore Syphon Filter 3 looks to be a mistake, no matter how powerful your hardware. It could very well be **Sony**'s best game of the series.

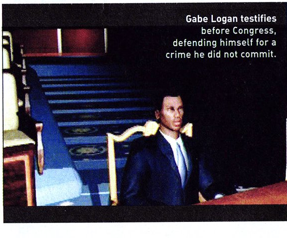
Syphon Filter 3 begins with a series of flashback missions. Testifying before Congress, Gabe Logan and his associates recount the past—drawing upon decades of action movie clichés and corny dialogue, natch—elaborating upon the events of the original Syphon Filter and leading up to the present-day conflict. The story encompasses two discs and is broken down into 18 diverse missions. In Lian Xing's first level, for example, you have to take out several sniper nests using a very cool thermal-scoped rifle, which enables you to aim through buildings. Your third mission, meanwhile, has you navigating your falling parachute into an enemy stronghold under heavy fire. As if the thermal-scoped rifle weren't cool enough, a wide selection of handguns, automatics, and other sniper rifles is at your disposal (and sadists, rejoice—the flesh-igniting taser makes a triumphant return). Like the previous games, each mission has a certain number of objectives and parameters; should you fail to meet these objectives, the level restarts at the last checkpoint (the last completed objective). There seems to be some trial-and-error gameplay involved, but the continue system is setup to be quite forgiving.

Syphon Filter 3 was released in **September**, and is among the last big-name releases for PS one. It appears the fast-paced action and solid graphics will provide a more than appropriate sendoff.

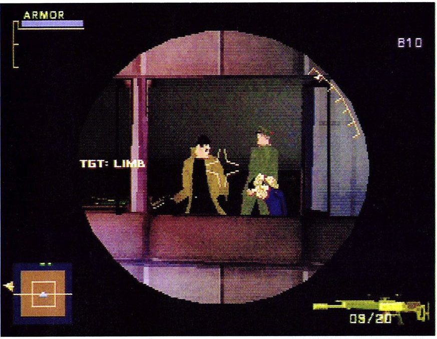






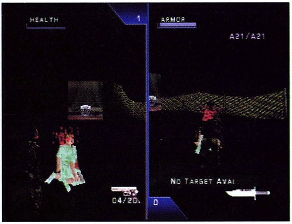


Gabe Logan testifies before Congress, defending himself for a crime he did not commit.



Deathmatch

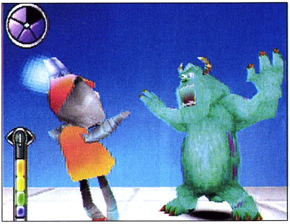
New to the Syphon Filter franchise is a two-player deathmatch mode. You can select from any character in the game, from Gabe, to an evil scientist, to a random bag lady. It's your standard deathmatch fare—run around grabbing weapons, ammo and armor in an attempt to kill the other guy. Another new feature allows you to guide a character through five different types of missions, ranging from a sniper skill shot to a free-for-all shootout.

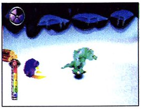


ARMOR
807
30/103

Monsters, Inc.

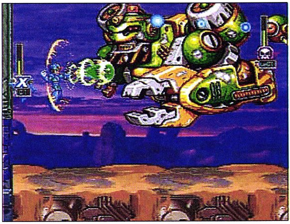
It's appropriate that **Sony CEA**'s video game version of the upcoming Disney/Pixar film *Monsters, Inc.* should hit shelves **three days before the movie's Nov. 2 release**. After all, it serves as a prequel to the CG comedy extravaganza, as you assume the role of either Sulley or Mike in his training sessions at the Monsters, Inc. Academy. The game's action is your typical 15-level platforming fare, with 36 different "scares" to learn. And, of course, it all comes packed with humor.





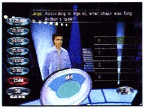
Mega Man X6

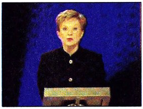
Set in the barren wastelands remaining of Earth three weeks after the events of Mega Man X5, X6 pits **Capcom**'s iconic blue-clad hero against a giant rampaging rogue reploid. The expected 2D side-scrolling action of the other games in the series returns complemented by some new features. Early actions in the game, for example, affect stages later on. Also, enemies appear randomly each time, and you can power up Mega Man by freeing friendly reploids.

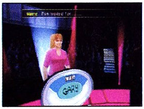


The Weakest Link

It may not seem like a game show where the whole idea is to answer as quickly as possible is entirely conducive to video game form. **Activision** gets around that for The Weakest Link by providing four choices, usually only featuring the first letter of a word so that you're right because you know the answer (or because you guessed well). As many as seven can play, and, of course, voting comes into play as well. Just hope that you're not the one getting Ann's "good-bye."

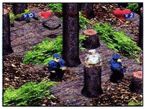


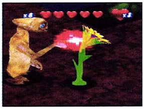




E.T.: Interplanetary Adventure

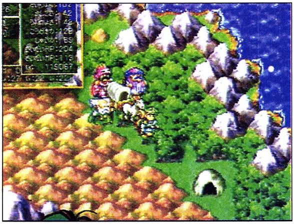
Sure, the most lovable extra-terrestrial ever to eat a bag of Reese's Pieces might have a more advanced PS2 game in the works—but PS one owners get a shot at a day in the life of E.T. first, this **November**. As you might expect from **NewKidCo**, Interplanetary Adventure takes a very kid-oriented approach to the character, with plenty of healing dying flowers (he's a botanist, remember?) and attacking enemies with the energy from a heart surge. Remember that part in the film?





Dragon Warrior IV

We were kind of counting on **Enix** to wait and see how well this fall's Dragon Warrior VII sold before it announced the souped-up, 3D rerelease of Dragon Warrior IV, which we knew was headed Japan's way. But apparently, the company is already itching to send this classic RPG stateside **next year**. So just how much of a demand is there for this game? Consider that as of this writing an open NES copy is selling on eBay for $91—and a mint-in-box one for $157.50!

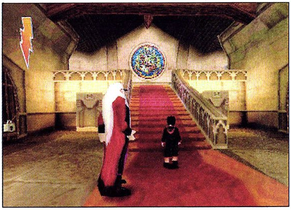


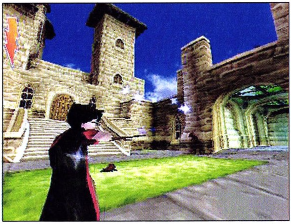
Harry Potter & the Sorcerer's Stone

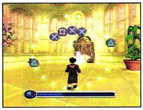
All aboard the Hogwarts Express

Just in time for the **fall** release of the Harry Potter movie, **EA Games** releases Harry Potter and the Sorcerer's Stone, a 3D platform adventure set within J.K. Rowling's best-selling fantasy world. You, of course, play the role of the Boy Who Lived as he enrolls at Hogwarts School of Witchcraft and Wizardry.

Highlights of the game include minigames that reward players with valuable spells and potions, as well as flying broom-based segments. What we're really eager to see, though, is the implementation of the Quidditch game. EA's press release claims you can "lead your house to victory in the wizard sport of Quidditch." What we're wondering is whether this is actually a fleshed-out "simulation" of the sport or a stripped-down minigame. If the game does include a "real" Quidditch engine, it could conceivably add a great deal more depth and replay to what appears at this point to be a fairly standard 3D platform formula. With **Argonaut** (Croc, Alien Resurrection) designing the game, we think some technical surprises are a fairly good bet.







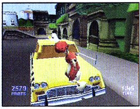
Pre-Order Watch

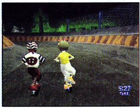
STORE	PRE-ORDER	PRICE	SHIP DATE
Amazon.com	Y	$39.99	11/9/01
Buy.com	N	$39.99	11/7/01
EBgames.com	Y	$39.99	11/15/01
GameStop.com	N	$39.99	11/16/01
SamGoody.com	N	$39.99	N/A

all data as of 9/4/01

Razor Racing

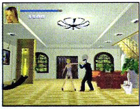
Last year, **Crave** pleasantly surprised us with Razor Freestyle Scooter. For **October**'s Razor Racing, expect a similar emphasis on tricks, as well as—you guessed it—plenty of racing action. Even upgrade your Razor!

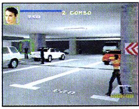




V.I.P.

Luckily for **Ubi Soft**, Pamela Anderson's latest TV show, *V.I.P.*, has maintained a degree of popularity while the company has taken its sweet time with a game that made its debut at E3 2000 (we first mentioned it 18 issues ago). Specifics on gameplay are still on the light side, though we do know that you can play as all members of the *V.I.P.* crew. You've also got six minigames to master, including some combo-rhythmic sequences like in PaRappa. Pam bounces our way in **November**.





PlayStation®2
A WARRIOR WORTH A THOUSAND!

DYNASTY WARRIORS 3™

- BATTLEFIELD ACTION with over 20 intense Stages and 40 playable Warriors!
- Brand new 2-PLAYER Versus and Cooperative Modes!
- Even more bone-crushing moves, and improved MUSOU Attacks!
- Control your bodyguards with squad-level commands!
- First in the series -- massive ELEPHANT TROOPS!

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more info.

Dynasty Warriors 3 is a trademark of KOEI Corporation and KOEI Co., Ltd. © 2001 KOEI Co., Ltd. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

KOEI®
www.koeigames.com

FULL-FRONT
FEAR.
S.T.A.R.S.
MATURE
M
CONTENT RATED BY ESRB
Blood and Gore
Violence
R.P.D.
S.T.A.R.S.
DISCOVER THE EVIL AT
RECVX.COM

A L
DEVIL MAY CRY™
BONUS
DEMO INCLUDED

Celebrate the 5th anniversary of the most terrifying game series ever as it mutates onto the PlayStation®2 computer entertainment system. Join Claire Redfield, as she searches for her missing brother, Chris, and dig deeper into the evil doings of Umbrella Corporation. Flesh eating zombies and bio-tech monstrosities haunt your every move. As an added bonus, this special edition includes never-before-seen cut scenes and an interactive demo of the highly anticipated, Devil May Cry.

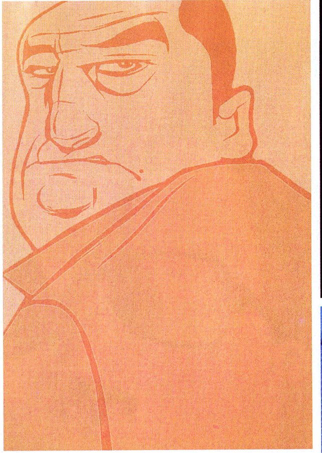
RESIDENT EVIL CODE:Veronica X

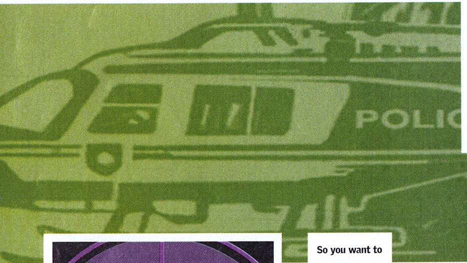
CAPCOM PlayStation®2

©CAPCOM CO., LTD. 2001 ©CAPCOM U.S.A., INC. 2001. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. RESIDENT EVIL CODE: VERONICA X and DEVIL MAY CRY are trademarks of CAPCOM CO., LTD. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other marks are the property of their respective holders.

grand theft

Liberty City. A nice place to visit, but a better place to raid. The kind of bustling metropolis where a common citizen can enjoy the urban sprawl, the ritzy beaches, the always safe, police-monitored streets.

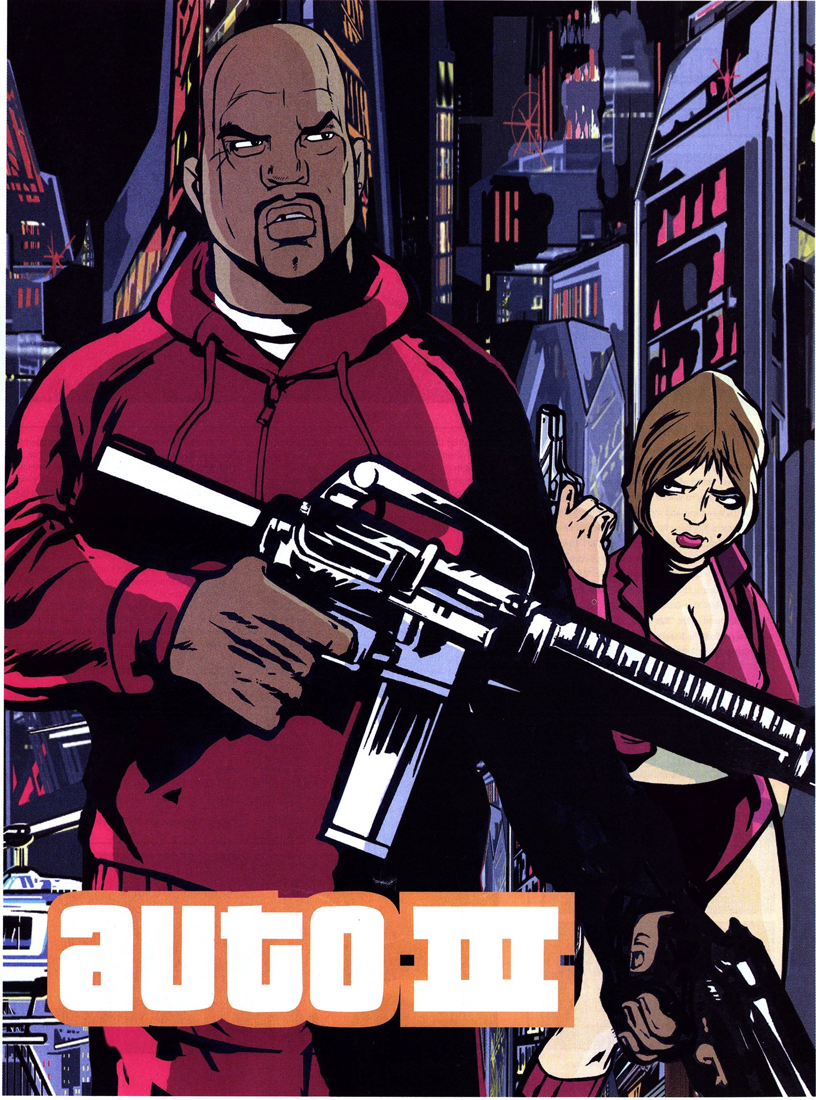




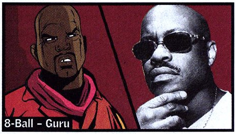
By Todd Zuniga

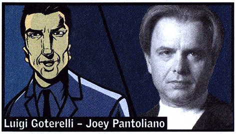
So you want to be a gangster? Well, we've got just the thing. With Grand Theft Auto 3 you'll find plenty of guns for shoot-'em-up, cars upon cars, and if you do what you're told, maybe you'll even discover a fast-track to the "easy life." Just remember to watch your back. Liberty City's isn't the kind of place to let your guard down.

Put your mind at ease knowing that the recent wave of car-jackings, the rise in prostitution and the resurgence of Mafia crimes are under control. Welcome. And, please, lock your car door.


t auto III

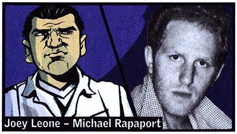
grand theft auto III

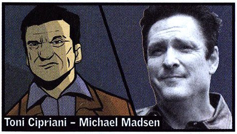

8-Ball - Guru

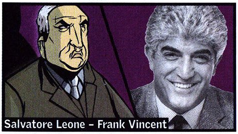

Luigi Goterelli - Joey Pantoliano

IN ORDER OF APPEARANCE

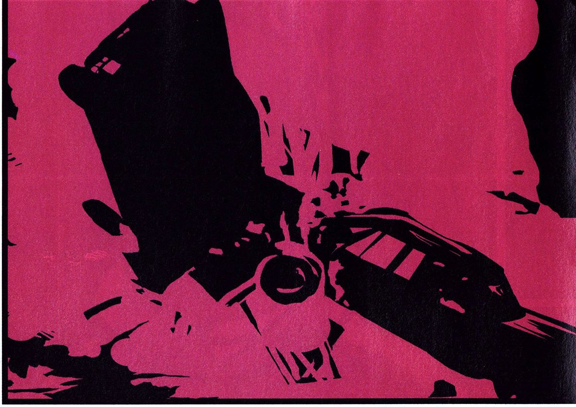
Grand Theft Auto 3 stars these men: 8-Ball. Luigi Gotorelli. Joey Leone. Tony Cipriani. And Salvatore Leone. Never heard of them? You will once the game begins. Sure, they're voiced by some of the biggest names in Mafia films and some of pop culture's most distinct voices like Joey Pantoliano, Frank Vincent, Michael Madsen, Michael Rapaport and Guru (from Gang Starr). But you won't hear these real names associated with their GTA3 counterparts. "We didn't hire them because they were famous," said Terry Donovan of Rockstar Games. Counterpart Sam Houser followed with: "We hired them because they sounded perfect for the parts we had created."


Joey Leone - Michael Rapaport


Toni Cipriani - Michael Madsen


Salvatore Leone - Frank Vincent

Joe Pantoliano by Stephen Danelian/Corbis Outline, Michael Rapaport by Mojgan B. Azimi/Corbis Outline, Michael Madsen by Kwaku Alston/Corbis Outline



1

2

It's my first 10 minutes in Liberty City. I'm standing before a complete stranger named 8-Ball. A big guy, shaved head. A voice like Arizona sand. He says he knows somebody, says he knows a spot where we can change out of these idiot-looking prison jumpsuits.

Do I trust him? Considering he just blew the Staunton Island Bridge to smithereens, killed a bushel of people and took the time to bandage up his own hands, the better question is: Do I have a choice? The answer's a quick and obvious no. Sirens are wailing and the law dogs, the fire department, the ambulances and God himself are due to rain down on this disaster any second.

So I hop in the nearest car, 8-Ball in the back with his broiled fists, and drive like mad into my new, nameless life; my old identity up in smoke with the busted bridge. Liberty City's a new world to me now. A bustling, breathing metropolis jumping with opportunity. It's night. Pocking scatters of precipitation slick the roads and blur tonight's cyclopean moon which hangs like an ornament that takes up half the sky.

I drive without regard for surrounding traffic. I cut off a kamikaze cabby, losing my front bumper and a headlight, then rip a left on red at the sight of a wailing-siren cop two blocks up. I'm doing 40 around turns, 65 down straightaways until 8-Ball directs me into the dankest pit of living space I've ever seen. I half expect to see a rat-bitten mat ironically reading: "Home Sweet Home." But, instead, I'm ankle deep in a puddle. Within seconds, I'm out of prison livery and back in the car. 8-Ball's talking about this guy he knows. Luigi.

"Who's Luigi?" No response. *Great.* So I drive.

I drive with the kind of irreverence that suggests I have political asylum, that laws don't apply to me. I'm a rush of adrenaline (and nerves). A few alley shortcuts, and 8-Ball has me hit the brakes at some bright-lights, big-city strip club with enough neon to re-create the aurora borealis. 8-Ball wrenches open the door, the pain of his skewered fists between clenched teeth. I follow him into a back alley. 8-Ball tells me to sit tight. So I sit tight.

Seconds, minutes, hours later a man comes out.

I wonder if it's Luigi. "I'm Luigi," he says. He says, "8-Ball's got some business to take care of. But maybe you can do *me* a favor."

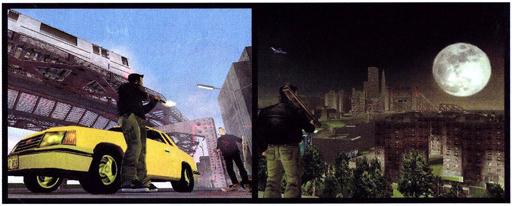
I know enough to keep my trap shut, so I nod in his direction. He tells me one of his girls needs a ride. His voice is the kind of cinema familiar that keeps my ears perked. He says I need to grab a car and pick her up. I turn to exit but he stops me. Tells me to keep my eyes on the road, tells me if I don't screw this up, there'll be more work for me.

I don't know which way is up or who's who. For a minute left and right are switched around. What I do know is that I've got big plans. That I'll do whatever it takes, whatever they tell me. So long as I get what I want: revenge on that gold-digging ex-girl of mine.

I head out into the mad-dash city streets. Car horns. Pimps with their prostitutes. Buildings a mile high. This is no place I want to live. But seeing as I don't have a choice, looks like I'll just have to get used to it.

• • •

Grand Theft Auto 3 is a game. No, it's a film. No, no, it's



3

an interactive film. Yes, that will do. An interactive film just about sums it up.

If you're searching for a reference point, try this: Recall every gangster film you've ever seen. Pace the room, stare at the ceiling. Conjure up *The Godfather* trifecta, consider *Goodfellas*, relive *Scarface*. And while I'm divulging the ingredients to the perfect mobster-film pasta, stir in a dash of oregano and HBO's *The Sopranos* to add that extra kick of garlic to the Mafia gravy.

Now, if you can somehow wrap your mind around all of those cinematic experiences at once, and better yet, position yourself as the fictional up-and-comer within the combined ranks of these films, then you're getting warm, warm, warmer as to the experience offered when having a sit-down with GTA3. This is the type of game that makes you say, "I can't believe I just *saw* that," when, really, you should be saying, "I can't believe I just *did* that." But after you can't believe what you just saw/did, you're peeling around corners shedding the fuzz to the best of your ability just to do more. To get the next mission, the next rush. Then there's a twist in plot, someone thinks it best to backstab you, and somehow you never saw it coming, because you mistook this for a video game.

"In most games it's: Go from here to here to here," says the animated Sam Houser, Rockstar's president. "With GTA3, suddenly things are a little bit different."

And that "difference," no matter which mission you're working through, is that you're part of an on-the-fly gangster film. And you're the star. "Claude" from the originals has been replaced by a nameless character that is *you*. And you'll be doing things you've only seen while cozily watching a movie. Namely: imitating some of the grisliest acts from the greatest gangster flicks of all time. Imitation is the sincerest form of flattery and GTA3 makes good on that cliché.

"We've worked really hard to make something we think is very special," says Houser. "There has never been a game like [GTA3] in terms of scope of game world and gameplay. You play a bad guy in a bad world. That was more interesting to us than playing a hero."

4

This heroic villain aspect is just another punch that tells you GTA3 isn't a typical gaming experience. From the second you meet up with 8-Ball and he tells you to go with him, you know you're the one who's along for the ride. This game is a sensory blitz; a jaw-drop assault where you're constantly plumbing the depths of the never-before-seen-in-games urban underbelly. An underbelly sugarcoated only with flashbulbs of pointed humor.

After a short while you'll pause the game (you'll have to, there's no loading, so once you're in, you're in for good) and you'll think: This isn't right. Games don't *do* this. They're not supposed to push this many buttons and smack me right in the mouth. And right there, right when you think that, Rockstar Games has you right where they want you. At that point you're stuck in Liberty City, a new experience that's aiming, as far as we can tell, to change games forever.

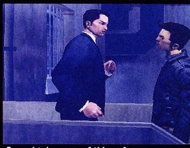
* * *

I've been at this for a week. Now, at Luigi's request, I'm driving his main girl, Misty. This dame wears enough eyeshadow to be an owl and red go-go boots up to her ears. In the car the other night, giving her a ride back to the club after she turned a trick, she said she was glad Luigi *finally* found a driver he can trust. But I only half-listen to what anyone tells me. I'm busier keeping the eyes in the back of my head tuned with 20/20 vision.

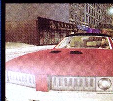
We pull up in front of Joey's garage. I step inside to deliver Luigi's best wishes. A quick casing of the joint tells me he's the kind of mechanic that can "get things fixed." There are enough new BMWs under the roof to make a dealership of the place. He asks if I could do a job for him. I nod; a streamline of adrenaline wakes up my brain. He says, "There's a car stuffed with a stiff at the café near Callahan Point." The café. Yeah, I've driven past it a few times. He wants me to take the car to the crusher. "Easy job," he says. But there are *no* easy jobs.

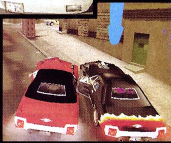
MISSION:
PUMP ACTION

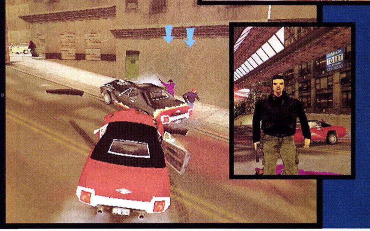
Liberty City's prostitution ring is dominated by Luigi Goterelli, the proprietor of the top strip club in town. Lucky for you, you're on his side. After you've done a couple of driving jobs for him, he ups the ante with his latest request. It seems a local pimp has been selling his ladies on Luigi's turf. Your job: Teach this young upstart a lesson. Translation: Risk your life to run this pimp off the road and put a bullet in his brain.

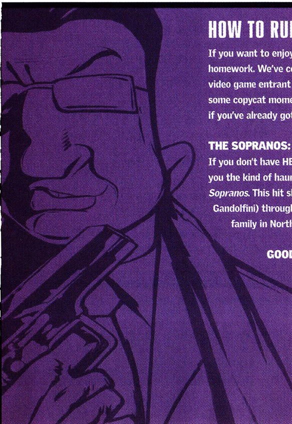


Go and take care of things for me.









HOW TO RUB OUT YOUR ENEMIES AND INFLUENCE PEOPLE

If you want to enjoy GTA3 to its fullest extent, it's best to do some homework. We've compiled a list of DVDs that'll brace you for this first video game entrant into the mob's media hierarchy. You're sure to see some copycat moments in the game that'll be found on these DVDs. And if you've already got the DVDs, wiseguy: fugeddaboudit.

THE SOPRANOS: THE COMPLETE FIRST SEASON (1999)

If you don't have HBO, you're a sucker. No show on your UHF dial brings you the kind of haunting character depth and brilliant acting like *The Sopranos*. This hit show follows mob boss Tony Soprano (James Gandolfini) through the difficult realities of being the head of a Mafia family in North Jersey. It's the best show on television.

GOODFELLAS (1990)

Based on a true story, *Goodfellas* follows the life of Henry Hill (Ray Liotta), a local Irish-Italian turned gangster who works his way through the mob in 1960s and 1970s New York. After living the good life, things go unsurprisingly haywire. After a string of grisly murders and drug-dealing, everything starts to dissolve, leaving Hill, and his closest friends, running for their lives.

SCARFACE (1983)

In this remake of the 1932 film of the same name, Al Pacino plays Cuban emigre Tony Montana who, along with his friend, Manny Ray, builds a criminal empire in early-'80s Miami. It's a remarkably violent film which includes something to do with a chainsaw and a man being cut to pieces in a bathtub. Gruesome.

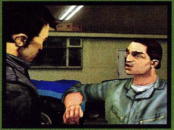
THE GODFATHER TRILOGY (1972, '74, '90)

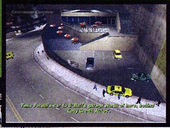
If you ever see any movies, for the rest of your life, make sure you see the first *Godfather* and its outstanding sequel. The third one was fine, at best. The films follow the Corleone crime family from Don Vito Corleone (Marlon Brando) to his son Michael (Al Pacino) who eventually takes over. It is an arresting look at the politics of the gangster lifestyle, clearly showing the ups and downs of living a life where any slip-up can lead to your demise. Director Francis Ford Coppola delivered a brilliant cast, pinpoint scripts, and films that will stand as classics forever. If you're not willing to invest an afternoon on the Corleone saga, we sincerely hope you enjoy that wonderful Matt Damon movie you rented.

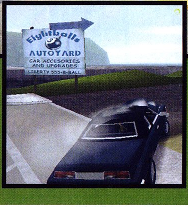
grand theft auto III

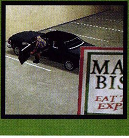
MISSION: "LIPS" FORELLI'S LAST LUNCH

Don't mistake Joey for some run-of-the-mill mechanic. He's as connected as it gets. After you earn his trust, he asks you to whack Mike "Lips" Forelli, a member of a rival family. While Lips is snacking at the local diner, you jack his car, drive it to 8-Ball's garage for a bomb, and return the car unscratched to watch the fireworks.




Cinematic Camera
Take Forelli's car to 8-Ball's garage North of here, behind 'Easy Credit Autos'.





5

6

I jack a ride, quick as you please, and knife through traffic to the café. Once there, I hotwire the car with the "mess" in the trunk. I don't know how it happens, but somehow, I let my guard down. (Maybe I'm daydreaming of Luigi's girls.) But when I turn the ignition, the Forelli brothers—dangerously emotional after I planted the car bomb that took out Mike "Lips" Forelli two days ago—plow from the brush and open fire. On my right a sedan squeals full-speed ahead into my passenger door. Glass is everywhere, and bullets. I pull a reckless j-turn into the street, ramming through a curb and into a man on a Sunday stroll. Tough luck. This bumbling four-cylinder drives like a tractor. I'm getting hammered left and right, and once the trunk pops like a champagne cork, the rearview shows me a dead hand dangling, then waving with each impact. I'm sweating more bullets than they're shooting when I spy a cop turning the corner. I nearly yank my shoulder out of the socket, tugging the hand-brake, which sends me into a cartoon spin. The Forelli brothers don't react in time, and race right into the the teeth of the five-o. I shake and bake through a wave of afternoon traffic until finally, finally, I find a friendly alley to lie low in. After a wait, I cruise to the car crusher on the edge of town without incident. Once the car's dropped off and squeezed into a nice little square, I laugh off the idea of walking back to my digs. Instead I walk into traffic and relieve some sucker of his ride and streak back "home."

7

8

• • •

THE SCRIPT

GTA3's storyline is enough to keep you on the edge of your couch for a week. After that, maybe you'll have conquered the game's first chapter. The storyline is all set up in the game's opening cinema. Here's the short of it:

Your crook team decides to bust open the Liberty City bank vault and score bags of fast cash. But in the first of a skyscraper full of plot twists, Catalina (your girlfriend/partner-in-crime) decides you're small potatoes. To avoid confusion, she tells you to your face. Next things next, in a finger-snap of time, you're flat on your back courtesy of a surprising knockout blow from her rifle butt. There you are, staring up at the stars wondering how this happened to you. The police come with cuffs, pin the entire robbery on you, and you're on your way to the long-term lock-up.

Lucky for you, the ride to "the country" doesn't go as planned. It seems the balance of luck evens out and you just happen to be part of a prison shipment that includes a crotchety old man who's valued by a group of loudmouth hijackers.

These masked marauders bust out the blue hair, and leave you free to roam. Next, you're on the run with your new mate, 8-Ball, plowing full steam ahead into a new life of crime with the sketchiest of players in video game cinema. So begins your immersion into Rockstar's sadist metropolis, its assortment of debauched tasks, and the cityscape where you'll exact your revenge.

"The key design philosophy for this game is freedom—to do anything at any time, with the easiest controls imaginable, so the player is immersed in the world," Houser tells us. "It's not just the range of things the player can do (run, walk, sprint, shoot, fight, drive any vehicle, speak to any NPC, etc.), it's the seamless movement between these acts and the fact that the game world does things to you that is so progressive. The quality of the production values brings that game world to life."

As for the missions that keep the story trolleying along, get ready for much more than a day's work. You'll have to snake through 80 missions to "win." Or is "successfully exact revenge" a more fitting phrase? We've heard whispers that there are over 100 hours of gameplay, but to clarify we went to the source, asking how long GTA3 would take to finish.

"No idea. The game doesn't necessarily ever end," says Houser, proudly. "It's a huge game with enormous amounts of structured gameplay, as well as all of the unstructured havoc and exploration that happens around you. I feel sorry for the people writing the strategy guide. No two people play the game, or experience Liberty City, in the same way."

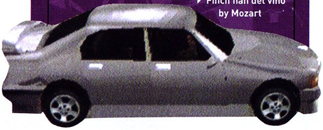
Enormous might be an understatement. Along with duties handed out by resident mobsters, there are scores of side missions you don't even have to do to get through the meat of the game. If you're short on time but still want a GTA3 high without all the storyline, it's been taken care of. Jack the nearest police car and engage in an assortment of "vigilante" missions where you'll be gunning to kill off a key witness in classic chase-and-destroy fashion. The clock is ticking, so take them down before they squeal. If that's too high-pressure, jerk a working man from his office by swiping a yellow cab. Then enjoy a smat-

▶NOW PLAYING

DOUBLE CLEF FM

A prerequisite for working at *OPM:* speaking Italian. While these titles may be gibberish to you, we know their beauty.

- ▸"Non piu andrai farfallone amoroso" by Mozart
- ▸"Le Donna E Mobile" performed by Pavarotti and Scotto
- ▸"Finch'han del vino" by Mozart



Kick Some Rusty Metal Butt!

PlayStation®2

MOBILE SUIT GUNDAM
JOURNEY TO JABURO™

Marvel at the detailed battlefield scenes and mobile suits with breathtaking digital graphics as seen in the movies! Experience firsthand the thrill of guiding your allies in their mission to conquer the enemy in mobile suit warfare. Relive scenes from the TV series or implement your own battle strategies to create whole new story lines.

TEEN
T
CONTENT RATED BY ESRB
Animated Violence

© SOTSU AGENCY • SUNRISE. TM & © Cartoon Network. Program © 2000 Bandai Co., Ltd. Distributed by Bandai America Incorporated, 5551 Katella Avenue, Cypress, California 90630. All Rights Reserved. Used under license by Bandai America, Incorporated.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

BANDAI®

MOBILE SUIT GUNDAM ガンダム

9

tering of Rockstar-style Crazy Taxi. Pick up fares, drop them off, and earn some cash on the side. Drive too wildly, the fares will bail. But, if they don't pay, you can always exit the car and beat them down with a few hearty knuckle sandwiches. If you're tired of being a lawless gangster, head to the hospital and pilfer the nearest ambulance or swindle a firetruck and become a civil servant. Otherwise, you can always answer one of the two ringing payphones to get offered missions with as much flavor and intrigue as your ultimate goal to eliminate that broad who screwed you over.

* * *

On a whim I answer a ringing payphone in the park. Joey's garage is closed until morning, Luigi's busy handling his gaggle of girls, and after two weeks on the streets I'm too high strung to miss an opportunity. It's El Burro, who I only know by voice. I, too, know he's the leader of the Diablos, a Mexican gang that patrols a dark corner of the city. He asks me to do him a solid, says that the Triads, a rival gang, insulted him by trashing his car. He wants payback. Why not? I've got time. So within a game hour I'm standing in the middle of the Triad hood, flamethrower blazing, lighting them up like Roman candles. After I leave 30 Triads and a few boy-scout cops crisper than overbroiled steak, I'm back at my hideout, counting a stack of fresh dollars.

10

11

* * *

COURTING CONTROVERSY?

GTA3 is going to stir up a scourge of controversy. We won't pretend otherwise. At first glance it's a game that plays like a gangster film, founded on freedom. You play a bad guy in a bad world. Sure. Fine. No worries. But when people discover what the freedom within the game allows and what the in-game gangster lifestyle excuses, concern will annoyingly rise like a tsunami. Some might pontificate that Rockstar is making the game controversial as a stunt to drive sales. But that's because "they" haven't played it.

"I think the controversy, if it comes, will not come from gamers, or the gaming industry," says the soft-spoken Terry Donovan, Rockstar's COO and VP of Marketing. "As such, you always have to question its relevance to the quality of the game. We hope that journalistic integrity will win out and the cultural magnitude of the game will be the focus of any press that it garners, but maybe that's just unrealistic."

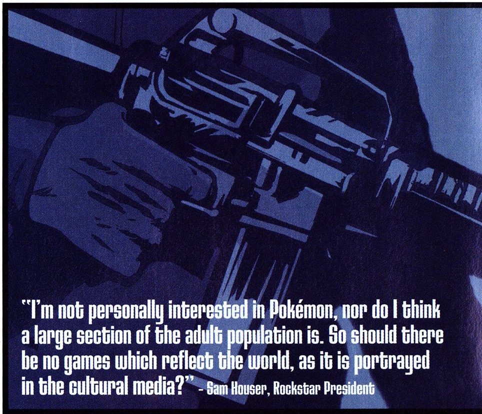
This freedom is inarguably "cool" to gamers who often feel constricted within an average game's confines, or, if not constricted, then bored. But less game-savvy media might balk. After all, games are for kids, right?

"I think the only people who think all games should be available to children are children themselves," says Donovan. "I certainly did when I was a kid. Now, I think differently."

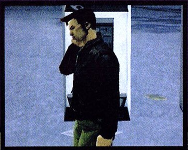
"Does anyone seriously think [games are only for kids]?" muses an animated Houser. "These are people I find scary, wanting to tell other people what to read or watch. Not everything is suitable for everyone. There has to be a choice, and there have to be things which are of more interest to adults than children. I'm not personally interested in Pokémon, nor do I think a large section of the adult population is. So should there be no games which reflect the world, as it is portrayed in the cultural media? This game is *not* for children."

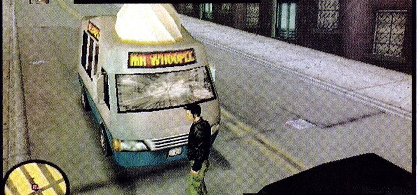
MISSION: I SCREAM, YOU SCREAM

Word on the street travels lightning fast. So when the payphone stationed in the center of Liberty City starts ringing, it's no surprise that it's El Burro, the leader of the Diablos. Seems he's heard your name bandied about the streets and offers you a healthy stack of bills in return for protection. Apparently, a local gang of no-goods has threatened to extract El Burro's, how do we say?, family jewels. So, for obvious reasons, he wants them killed. Since he knows they have a ridiculous affection for ice cream he has you pick up a bomb-filled briefcase in Harwood, rip off an ice-cream truck, park the truck at the docks where the bad guys hang, turn on the jingle-jangly ice-cream tune, and stand far away with detonator in hand so you can make them all go up in smoke.

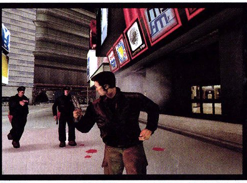


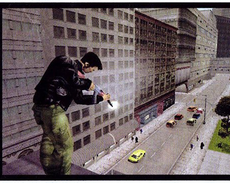
> "I'm not personally interested in Pokémon, nor do I think a large section of the adult population is. So should there be no games which reflect the world, as it is portrayed in the cultural media?" - Sam Houser, Rockstar President

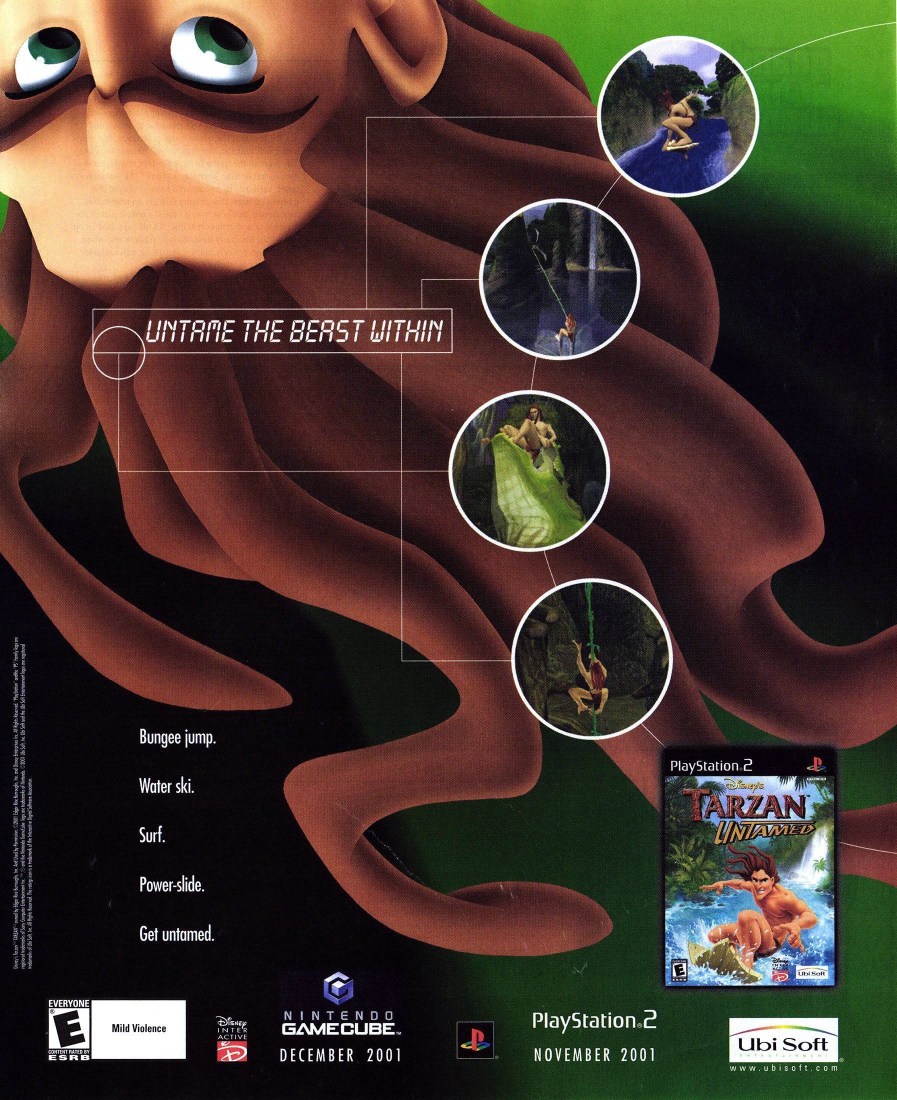




21:12
$00070515







Bungee jump.

Water ski.

Surf.

Power-slide.

Get untamed.

EVERYONE
E
CONTENT RATED BY
ESRB

Mild Violence

Disney Interactive

NINTENDO
GAMECUBE™
DECEMBER 2001

PlayStation 2
NOVEMBER 2001

Ubi Soft
ENTERTAINMENT
www.ubisoft.com

Disney's Tarzan™ "TARZAN"™ owned by Edgar Rice Burroughs, Inc. And Used by Permission. © 2001 Edgar Rice Burroughs, Inc. and Disney Enterprises Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. ™, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Ubi Soft, Inc. Ubi Soft and the Ubi Soft Entertainment logos are registered trademarks of Ubi Soft, Inc. All Rights Reserved. The ratings icon is a trademark of the Interactive Digital Software Association.

12

"We made the game for older gamers," Donovan stresses. "And that's who we would like to play it."

So it all comes down to the mature rating that is as much a part of this game's identity as the art style. Particularly in this testy time of game-violence backlash. But with the game labeled with a big fat M, Rockstar can literally get away with murder in GTA3, as well they should. If the types of things that appeared in this game were splashed on the silver screen with an R rating, no one would bother taking a deep breath to protest. But games are a different story. For now.

"These battles for creative freedom have been fought in all preceding mediums: books, film, music and so on. Now it's being fought in [video games]," says Houser. "I'd rather not be involved, personally. We have, I believe, the right to do what we want, as long as we don't market it to children. Some games are not to everyone's tastes. This game won't be."

One of the biggest concerns for Rockstar, as pioneers of the M-rated charge, has to be that the game might be taken less seriously because people will

13

focus on the violence within. We know GTA3 is a credible virtual experience like no other, because we've been playing it *nonstop.* But is there a concern that others will pass it off as a series of glitteringly well-pieced-together sequences done for shock value?

"We feel that the game is not gratuitous, nor, obviously, is it realistic. But it *is* funny," Houser tells us. "We wanted the game to have the feel of a Tarantino movie, rather than anything 'serious.' The violence is taken seriously by people who haven't played the game. I do think that playing GTA3 is an immersive experience, but in no way a realistic one. It just doesn't look, sound or feel realistic. It's all supposed to be funny, but obviously describing it in black and white, rather than actually playing the game, can make for an easy 'shock' story."

"Funny." That's one word that continues to resonate while chatting up the Rockstar brain trust. And the game *is* funny. So, what's laughable about running over diving-for-their-life pedestrians? Or popping someone's top from long range with a sniper rifle? Plenty. Once you've played the game, it's

14

remarkably comedic. And it *is* shocking. Maybe you'll start the game with ideas of sainthood holding you back. You'll drive carefully, to avoid a jaywalker bloodbath, but after awhile, it's simply too easy to maul the world's also-rans into the pavement, particularly when staring down the barrel of a timed mission.

There's something important to consider here. The glue that holds this game together, that makes the shock of the violence obsolete in the gristmill of social commentary, is that it's a remarkable gaming experience. The clearest pop parallel to draw is matching up GTA3 and *The Sopranos.* With HBO's runaway hit the use of violence is condoned by usually rankled media-types because the story is so solid. So, too, we expect the violent aspects of GTA3 to be overlooked after the initial shock falters.

"This has always been the case with this naughty game about car jacking. However, [the controversy] has never really helped sales," says Donovan. "The first Grand Theft Auto sold well over an incredibly long period of time, because people loved the

15

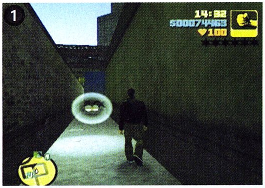
freeform gameplay. We never got any spike in sales thanks to a news story. So it isn't really helpful to us. It's quite boring, considering the effort that went into making the game as a whole. It's always disappointing when one small feature is focused on at the expense of others."

TRUE MAFIOSO

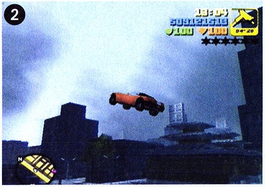
Authenticity is essential to creating and re-creating the Mafia experience. GTA3 is executed so crisply, it'll keep you wanting more and more and more. The fantastic use of cinematography is a real achievement, and reinforces the use of some of the most recognizable voices from the pantheon of pop-gangster lore.

"We wanted to bring this weird world to life and the acting had to be spot-on for this to work," says Houser. "These guys are famous, or well-known, because they are incredibly talented. With short scenes, they brought the characters to life. I think it adds authenticity and supports the action in a brilliant way. The cutscenes are both instruction and

1



2



LIBERTY CITY'S SECRET SPOTS

Along with the billion hours of gameplay that go with GTA3, there's even more to do on the side. You can 1.) find 100 hidden packages spread around all three worlds (remember this is just one-third of Liberty City that we're showing) for a juicy surprise at the end. Also, you can 2.) find specially placed ramps to try for Insane Stunt bonuses. The higher you fly, the bigger the reward. Does the GTA3 fun ever end?

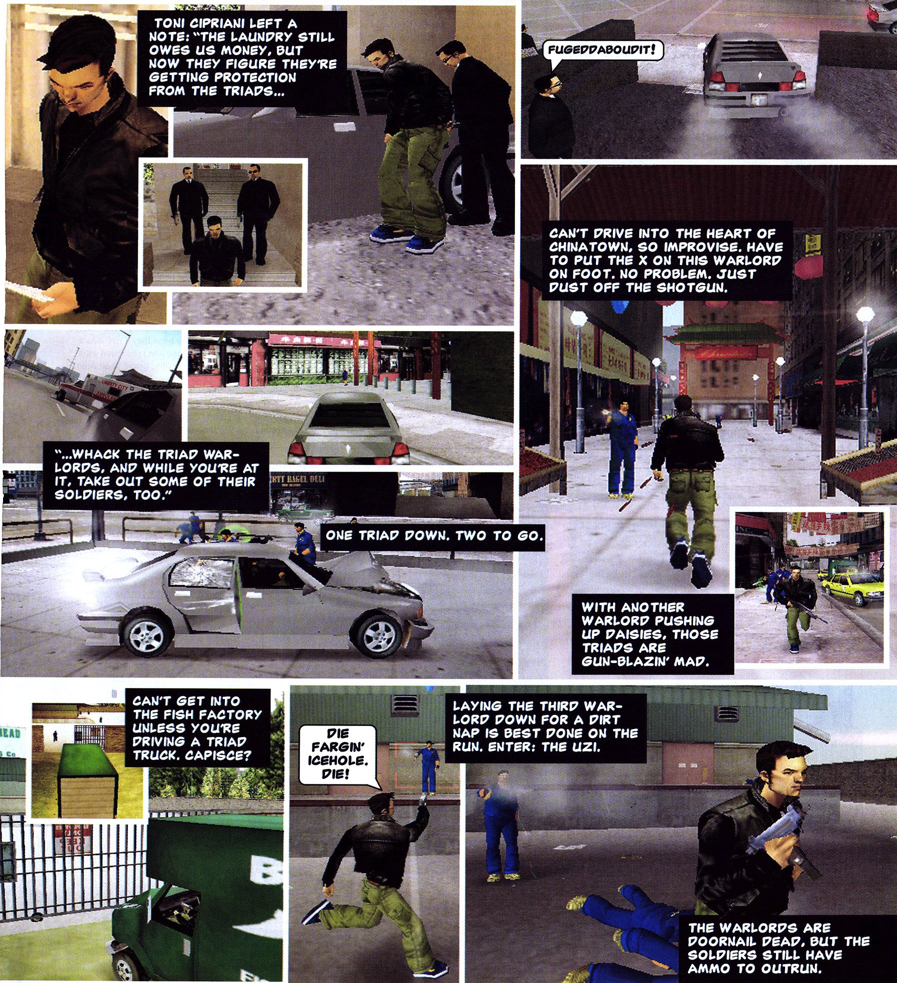
NOW PLAYING

FLASH BACK 95.6

Pull someone out of this '70s-style ride and you'll be listening to some of the hottest tunes from the legendary film *Scarface.*

- **"Scarface (Push It To The Limit)" by Paul Engemann**
- **"Rush Rush" by Deborah Harry**
- **"She's On Fire" by Amy Holland**
- **"Shake It Up" by Elizabeth Daily**
- **"I'm Hot Tonight" by Elizabeth Daily**

MISSION: TRIADS AND TRIBULATIONS



TONI CIPRIANI LEFT A NOTE: "THE LAUNDRY STILL OWES US MONEY, BUT NOW THEY FIGURE THEY'RE GETTING PROTECTION FROM THE TRIADS...

"...THEY'RE USING A FISH MARKET IN CHINATOWN AS A FRONT. SHOW THEM WHAT PROTECTION IS..."

"...WHACK THE TRIAD WARLORDS, AND WHILE YOU'RE AT IT, TAKE OUT SOME OF THEIR SOLDIERS, TOO."

ONE TRIAD DOWN. TWO TO GO.

CAN'T DRIVE INTO THE HEART OF CHINATOWN, SO IMPROVISE. HAVE TO PUT THE X ON THIS WARLORD ON FOOT. NO PROBLEM. JUST DUST OFF THE SHOTGUN.

WITH ANOTHER WARLORD PUSHING UP DAISIES, THOSE TRIADS ARE GUN-BLAZIN' MAD.

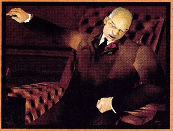
CAN'T GET INTO THE FISH FACTORY UNLESS YOU'RE DRIVING A TRIAD TRUCK. CAPISCE?

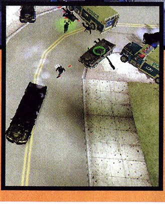
LAYING THE THIRD WARLORD DOWN FOR A DIRT NAP IS BEST DONE ON THE RUN. ENTER: THE UZI.

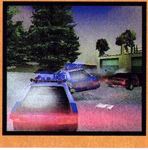
THE WARLORDS ARE DOORNAIL DEAD, BUT THE SOLDIERS STILL HAVE AMMO TO OUTRUN.

MISSION:
CHAPERONE

Don Salvatore Leone wants you to take care of his girl for the night. You agree, of course. It's her idea to head to the docks for a dose of Spank, the city's hottest drug. Then her dealer directs her to a fresh party on the edge of town, and you're driving. Seems like a fine idea for this wild-child dame. That is, until the police raid the party and you have to drive helter-skelter to get her home safe.







16

reward. They help immerse the player in this world."

For instance, your first true mission is handed out by that sleazy strip-club owner named Luigi, whose voice is instantly recognizable. If you're a *Sopranos* fan, you'll notice it right away. If you've seen *The Matrix* or *Memento,* you'll rack your brain to put a face and name to the vocals. We'll save you some time: It's Joey Pantoliano.

"Everybody likes the shiny cars, the fast girls and the money and all the stuff that comes with the easy life. That's what people relate to." - Frank Vincent, actor

Within an hour Luigi will have you bring his top girl/prostitute Misty over to Joey's garage. That voice, too, will keep the tip of your tongue active, until you realize it's Michael Rapaport from *Cop Land* and *Beautiful Girls.* Keep working your way through the ranks and you'll discover Toni Cipriani, voiced by the inimitable Michael Madsen who appeared in *Donnie Brasco* and played the venomous Mr. Blonde in *Reservoir Dogs.* And at the head of any honest-to-goodness crime family is a Don. In this case it's Salvatore Leone, voiced by the easy to recognize Frank Vincent from *Casino* and *Goodfellas.*

Were these Hollywood players difficult to coerce into a gaming environment?

"Why? I mean I don't understand why people think it would be difficult to be convinced," actor Frank Vincent tells us. "I am a film actor, but the idea of doing a character without my face is interesting. So it wasn't difficult to convince me at all. Rockstar sent me the script and we talked about it. I was happy to do it because of the content of the material. Plus, the *price* was right."

17

We are a culture fascinated by the Mafia. So, why are we so drawn to it? Is it the constant threat of waking up with a cleaved horse head beneath our blankets? Or the chance to eat top-shelf gnocchi at every meal?

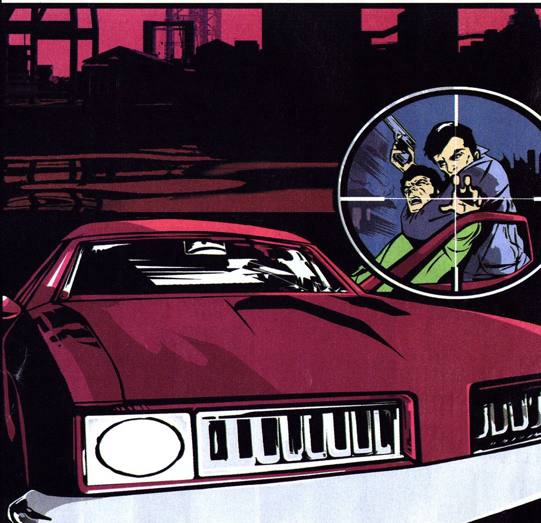
"That's a real old question. But you know, everybody likes the easy life," says Vincent. "Everybody likes the shiny cars, the fast girls and the money and all the stuff that comes with the easy life. These guys make money and do what they do, and are glamour figures. That's what people relate to."

• • •

Since launch, the PS2 has had Rockstar as their daring *consiglieri.* But only now is the time ripe for GTA3 to pull off the biggest heist yet. Think the game is controversial, think it's too violent, think it's a stunt? Get over yourself. In October, when the game releases, give it a shot. You'll be helpless to its charms.

"In terms of content, I hope it's taken as proof that adults play games, and want games about the same subject matters as the movies they watch, the books they read, and so on. When gamers get their hands on Grand Theft Auto 3, we hope they'll use it as a benchmark for depth, scope and production value."

Like any great gangster film, Grand Theft Auto 3 will take you to a place you would never want to go, even with your doors locked and your windows rolled up. But once you're there, once you're standing within its confines, Liberty City's hard heartbeat pounding around you, you'll never want to leave.

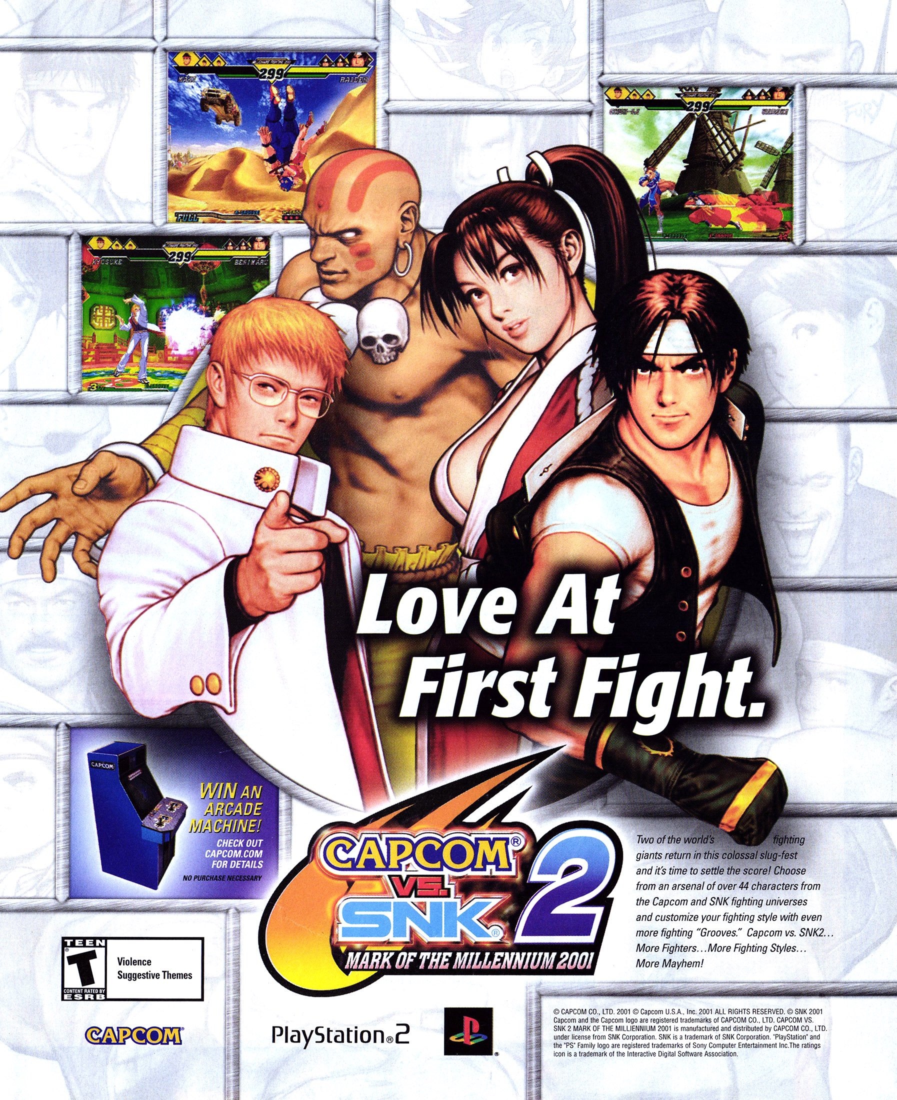


NOW PLAYING

Game Radio fm

Pick up a hip ride and you'll likely be listening to Game Radio, featuring some of these tracks:

- "Scary Movies" (Instrumental) by Reef
- "We're Live (Danger)" by Royce Da 5'9"
- "Nature Freestyle" by Nature
- "By A Stranger" by Black Rob


Love At First Fight.
WIN AN ARCADE MACHINE!
CHECK OUT CAPCOM.COM FOR DETAILS
NO PURCHASE NECESSARY
CAPCOM® VS. SNK® 2
MARK OF THE MILLENNIUM 2001
TEEN
T
CONTENT RATED BY ESRB
Violence
Suggestive Themes
CAPCOM
PlayStation®2

Two of the world's fighting giants return in this colossal slug-fest and it's time to settle the score! Choose from an arsenal of over 44 characters from the Capcom and SNK fighting universes and customize your fighting style with even more fighting "Grooves." Capcom vs. SNK2… More Fighters…More Fighting Styles… More Mayhem!

© CAPCOM CO., LTD. 2001 © Capcom U.S.A., Inc. 2001 ALL RIGHTS RESERVED. © SNK 2001 Capcom and the Capcom logo are registered trademarks of CAPCOM CO., LTD. CAPCOM VS. SNK 2 MARK OF THE MILLIENNIUM 2001 is manufactured and distributed by CAPCOM CO., LTD. under license from SNK Corporation. SNK is a trademark of SNK Corporation. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.The ratings icon is a trademark of the Interactive Digital Software Association.

Estard Isle
N

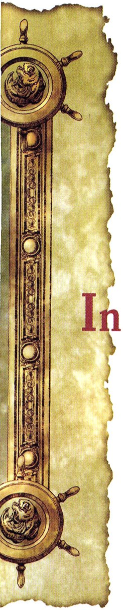
ENIX®

PlayStation®

TEEN
T
CONTENT RATED BY ESRB

Mild Language
Mild Violence
Suggestive Themes

Enix summoned
lightning from Netherworld



In the world, only this island is...

PlayStation
NTSC U/C
DRAGON WARRIOR
VII
TEEN
T
CONTENT RATED BY
ESRB
2 DISCS
ENIX

www.enix.com

CG Illustration by Shintaro Majima. © 2001 ARMOR PROJECT/BIRD STUDIO/HEART BEAT/ARTE PIAZZA/ENIX. Dragon Warrior and ENIX are registered trademarks of Enix Corporation. All Rights Reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All Rights Reserved.

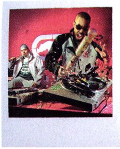
eckō unltd. eckō function eckō red marc eckō footwear / gloves bags swimwear lea

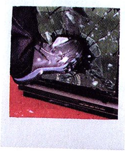
Finally, buy gear online at **www.ecko.com**

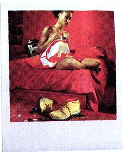
MARC ECKŌ FOOTWEAR

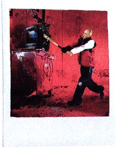
Complex Magazine
Fresh for fall 2001 Published by Marc Ecko
Register at eckō.com for your **FREE** premier issue

MARC ECKŌ FOOTWEAR









GAMES REVIEWED

PlayStation 2 games are in blue; PS one games are in red.

Arctic Thunder 152
Casper: Spirit Dimensions ...152
Dave Mirra Freestyle BMX 2 ..153
Devil May Cry 152
F1 2002 153
Gadget Racers 154
Extreme G III 154
Kinetica 155
Ico 158
Monster Rancher 2 155
NFL Quarterback Club 2002 ..160
NHL 2002 160
Portal Runner 160
Silent Hill 162
Spy Hunter 163
Top Gun 160
Card Games 163
Castlevania Chronicles 166
Crossroad Crisis 163
NBA Shootout 2002 166
One Piece Mansion 166
Rayman Brain Games 167
Spider-Man 2–Enter: Electro ..168
Tiny Toon Adventures: Plucky's Big Adventure 167
X-Men: Mutant Academy 2 ...167

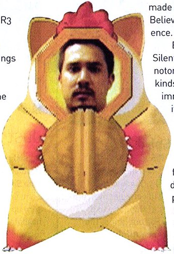
THE FINAL SCORE

●●●●●

We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

Emotional Rescue

After a frigid first year, this editor is finally shedding tears of joy over the PS2's Emotion Engine



I'm still torn up about the death of my beloved Nutella.

So cute. So cuddly. So lovable. Yet also so fierce. Ah, Nutella...that squishy little Momo which I spawned from *Sanctified Shells*. He was *this* close to reaching the highest level, right on the cusp of true greatness. But time is always the enemy, and poor Nutella was sadly cut down. Why—*oh why?!*—do the good ones always die so young?!

Oh, right. You have no idea what I'm talking about. I'll back up for a second. Nutella is what I named the very first monster I generated in Monster Rancher 3. A Momo is a specific type of monster (you know, like Mocchis and Suezos). And *Sanctified Shells* is a CD from jazz trombonist Steve Turre, featuring lots of funky music played on conch shells (if you didn't know, MR3 uses CDs and DVDs to spawn different monsters).

OK, back with me? Good. Now, where was I? Ah, yes—mourning the untimely passing of Nutella. Brings a tear to your eye, huh?

Well, maybe not. But this bittersweet gaming moment did get me thinking: Maybe, just maybe, the so-called Emotion Engine has finally come of age.

It's certainly been a fantastic year for the PS2, and it's only getting better. But, I'll admit it—I snickered a bit when I first heard Sony refer to the PS2 chipset as the "Emotion Engine." Sure, the specs were astounding back when they were announced. And the rhetoric spewed by Sony's top brass was equally as impressive, what with the constant references to revolutionizing the industry, convergence of entertainment media and the like. But underlying all that chatter surrounding the Emotion Engine was this rather ballsy notion that Sony's system would change the way we *feel* about gaming. Thanks to its power and design, the PS2 would offer games that evoke a new sensation, a richer emotional response, a strong connection to once untapped areas of our hearts and souls.

Fast forward a year, and in my book I've seen nothing truly worthy of the Emotion Engine name. Until now.

I'm not just thinking about Monster Rancher 3 here, even though that's what kicked off this train of thought. I've also got Ico rattling around in my brain. Go ahead and check out Joe's review on page 158 for all the details on why this game is so good. Done? OK, now here are my thoughts: Ico isn't just a game. It's art. Yes, I know that sounds pretty high-falutin'—and not very inviting to someone who's just looking for a quick diversion. But by *art* I mean that Ico helps redefine how you interact with a game, how a story gets told, and ultimately how you *feel* about it all. Ico presents you with very limited narrative and almost no music, and yet the story is deeper and more profound than the plotlines of most text-heavy RPGs. Still not convinced? Then how about this: Despite its relatively short play time, Ico is packed with moments that genuinely touched me, raised goosebumps on my arms, made me care about those two virtual creations, made me want to know more, play more, feel more. Believe me, it's a thoroughly unique and endearing experience. And, by the way, it's also a lot of fun.

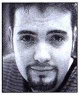
But that's not all. This month we're also reviewing Silent Hill 2. And while I won't get near this game (I'm notoriously squeamish about horror titles), I've seen all kinds of genuine emotional reactions from fellow staffers immersed in SH2's dark, disturbing world. Thanks to its intentionally grainy cinematic look, its innovative use of sound, and its intense focus on psychological terror instead of B-movie zombie-hiding-behind-corners antics, Silent Hill 2 brings a deeper and different kind of fear to the PS2. It's almost as if, finally set free from the limits of technology, the developers of Silent Hill 2 have now focused on pushing the limits of your own psyche. Just seeing my co-workers overcome with the heebie-jeebies after yet another late-night session with SH2 is enough to convince me that I don't have the guts to play that game.

But enough about me and my flighty emotions. I want to hear from you. What are you guys getting emotional about these days? Send your thoughts to opm@ziffdavis.com, and mark the subject line "EMOTION ENGINE."

Meanwhile, I'll be raising some more monsters—I've got my work cut out for me if I want to reach that highest level in Monster Rancher 3. Nutella may be gone, but I still care enough about the ol' Momo to want to do his memory proud.

Gary Steinman
Managing Editor

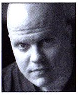
MEET THE CRITICS



JOHN DAVISON

There aren't enough hours in the day to play all the good games on PS2. Accordingly, John is learning special ninja sleeping skills where only two hours are required.

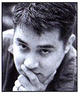
FAVORITE GENRES: Racing, Action, Adventure
CURRENT FAVORITES: GTA3, GT3, Silent Hill 2, Ico
CAN'T WAIT FOR: So many fantastic PS2 games.



JOE RYBICKI

[illegible]

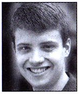
FAVORITE GENRES: Adventure, Puzzle, RPG
CURRENT FAVORITES: Ico
CAN'T WAIT FOR: Suikoden III, MGS2, RPG Maker for PS2, a lights-out Silent Hill 2 all-nighter



GARY STEINMAN

No longer happy as a 2D character, but not quite ready for full-on 3D, Gary has taken the happy medium and become cel-shaded. See above for the, er, not-so-flattering results.

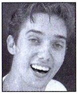
FAVORITE GENRES: RPG, Adventure, Action
CURRENT FAVORITES: Ico, Monster Rancher 3
CAN'T WAIT FOR: Okage, FFX, Hoshigami, Victorious Boxers



CHRIS BAKER

C-Bake's surreal moment of the month: Getting passed in the hall at the Wizard World comic con by three-foot-eight, 67-year-old, *scooter-riding* Kenny "R2-D2" Baker. Twice.

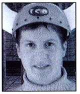
FAVORITE GENRES: Action, RPG, Adventure, Sports
CURRENT FAVORITES: Devil May Cry, Spy Hunter, Baldur's Gate
CAN'T WAIT FOR: Maximo, Wizardry, Batman: Vengeance



TODD ZUNIGA

Todd's so obsessed with GTA3 that he's threatening to use his fledgling wiseguy status to "whack" anyone in sight, hoping to get the Chicago Cubs into the World Series.

FAVORITE GENRES: Sports, Gangster
CURRENT FAVORITES: GTA3, Ico, NHL 2002, Tony Hawk's Pro Skater 3 *online*
CAN'T WAIT FOR: NHL 2K2



SAM KENNEDY

Feeling nostalgic from working on this month's top 50 PS one games list, Sam took a trip into the *OPM* game closet. And decided just to stay in there. Then Gary got angry.

FAVORITE GENRES: Action, RPG, Adventure, Puzzle
CURRENT FAVORITES: Maximo, Kinetica, Castlevania Chronicles
CAN'T WAIT FOR: Suikoden III, WipeOut Fusion, Kingdom Hearts

Arctic Thunder

Casper

Arctic Thunder

Casper

Arctic Thunder

Publisher Midway
Developer Inland Productions
Web Site www.midway.com

In order to give you a better idea what it's like to play Arctic Thunder on the PS2, I've decided to write the rest of this review in a manner that mimics the game's frame rate.

Basically, this is the choppiest, most inexcusably disjointed framerate ever on the PS2, rendering this game **virtually unplayable**. Don't go anywhere near it.

Final Score ●

Sam Kennedy

T **Players: 1-2**
Memory Card: 76 KB

Casper: Spirit Dimensions

Publisher TDK Mediactive
Developer Lucky Chicken
Web Site www.tdk-mediactive.com

There are a lot of things to like about Casper. For one thing, **the game is really beautiful**. From the moment you start, floating in front of this creepy-looking house, it's clear that this is going to be an above average-looking game. Even with the limited draw distances in some areas, the game looks nice, especially in the surprisingly detailed character designs.

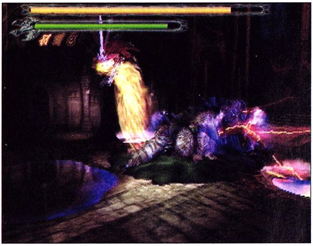
And it's also nice that Casper actually *flies*, unlike the last Casper game for the PS one. And even though he doesn't have quite the mobility you'd expect from an excorporeal being—he can't pass through solid objects, for example, and there's a limit to how high he can fly—the ability to phase through gratings and such is neat.

But here's the problem: **The game is *hard*.** That would be fine if the license were something older players might be interested in, but it really isn't. And it's not just the game difficulty itself; the FPS-style controls (think TimeSplitters or Red Faction) just don't work that well for a game with full 3D movement. It makes it hard just to move. And that says a lot coming from me, a staunch defender—and longtime veteran—of that control scheme. But when the game is basically one giant scavenger hunt, it's just not worth the effort.

Final Score ●●◖

Joe Rybicki

E **Players: 1**
Memory Card: 152 KB



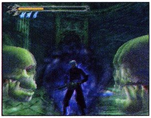
Even as a child, I had powers.
There's demonic blood in me.

Devil May Cry

Just plain *cool*

Publisher Capcom
Developer Capcom
Web Site www.capcom.com

Someone asked me the other day to sum up Devil May Cry in a word. I hesitated for a moment, trying hard to avoid saying the monstrously overused word that immediately came to mind. So I thought of other ones instead: Splendid? Amazing? Beautiful? Extraordinary? They certainly all fit. But in the end, I just had to blurt out the one I had so carefully avoided: "Cool." There's just no getting around it. Devil May Cry defines the word. And it does so more than any other video game to come along. Ever.



With the exception of a rather throwaway plot, absolutely no part of Devil May Cry escapes the realm of coolness superior. And it all starts with the game's hero, Dante. As the single best new Capcom character to come along since Mega Man, Dante represents the very personification of cool. He wears a long red coat. He shoots guns and slices with a blade interchangeably. He says lines like, "Flock off, feather face!" (OK, so maybe dialogue isn't his forte.) He's a superhero for the 21st century, whom I fully expect to see blasting away at the undead for years to come.

That is, if you're still not getting your kicks from the sheer solid and enjoyable, yet tremendously challenging gameplay. Gameplay that's, well, just plain cool.

Don't be fooled by the lineage of Devil May Cry. Though created by Shinji Mikami and his Resident Evil team—maybe even looking a bit like the venerable survival-horror series itself in screenshots—**Dante's quest against the demon Mundus is all about action, action, action. And a little more action, on top of that.** It's obvious the developers had this in mind: "Screw finding ammo. We'll make it unlimited. Down with running away from encounters with the undead. We'll make you actually *want* to seek such skirmishes." And man, do they ever succeed.

When engaged with an enemy—whether equipped with a sword or a strength-enhancing gauntlet that tests your martial-arts skills—you are *there*. Every swing, every karate chop, every hit you take causes a pure rush of adrenaline, as you do your best to ensure that you live to pick up the red crystals left by slain enemies (which in turn allow you to stock up on power-ups, learn new fighting moves or open certain doors). And it gets even better when your demon half kicks in, allowing you to kick things into high butt-kicking gear (see sidebar for more). Even though **a sometimes-faulty camera leads to your occasionally unfair death**, just beating everything around you to a pulp leads to that feeling only the very finest games can truly achieve—pure, unadulterated fun.

But that doesn't mean that the fun comes easy. Nuh-uh. In your way stands an amazing variety of foes, ranging from demons embodied by man-sized puppets and wraiths that attack with huge scissors, to huge bugs, to lizard men and energy beings. As if these teams of evil dudes weren't enough to end your Devil Hunting days—and

DEVIL INSIDE

After Dante has sliced up, punched away at and/or shot back to hell enough demonic foes, his Devil Hunter meter charges up to a point where his already superheroic abilities become, well, super-superheroic. With the sword Alastor equipped, he can fly and attack from afar with lightning. Meanwhile, the gauntlet Ifrit's power allows for some unbelievable fire attacks.

they certainly are—it's the slew of boss battles that you'll remember the most. Whether they come in the form of an electricity-happy giant griffon, a huge blob of evil, a spider the size of my apartment or Mundus himself, I'm betting you'll never defeat any of them on your first try. God knows I didn't. In some cases, **I think I might have faced the same boss a good eight or 10 times before finally getting the best of him**. What's more, they often return, as Mikami's team seems to adhere to the old video game adage, "Once you've beaten the crap out of something, it naturally comes back stronger."

Of all the boss fights in the 23-mission game—and there are a *lot*—none impressed me more than your three encounters with the dark knight, Nelo Angelo. Never before has a sword battle felt so perfect in a video game (even if you *are* jumping around half the time). With every clank of the blades, such faceoffs make you really *feel* these moments well.

You can also feel your pulse rising. Against Nelo Angelo and several other bosses, my heart pounded within my chest as if I had just endured a couple sessions of Dance Dance Revolution. I'm not sure that a PS2 game has ever made me feel so involved.

I'm also not sure that a PS2 game has ever looked this *good*. Though given a serious run for its money by recently released and upcoming PS2 titles like Ico and Metal Gear Solid 2, it's my opinion that Devil May Cry's beautiful scenery and amazing particle effects (you just have to *see* the shadow monster to believe it) have set the benchmark for what games on Sony's wondersystem can look like. Trust me when I say that any still-frame screenshot represents this game about as well as Lionel Hutz represents the Simpsons. Throw in a half-Gothic, half-metal soundtrack, and **the aesthetics alone compensate for the generic, highly derivative story** completely devoid of believable character development.

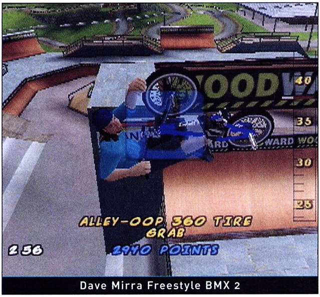
And the fact that one of these characters just happens to be Dante doesn't hurt, either. He's a cool hero in a cool adventure featuring cool enemies, cool gameplay, and cool graphics and sound.

Cool, huh?

Final Score ●●●●●

Chris Baker

MATURE M
Players: 1
Memory Card: 416 KB



Dave Mirra Freestyle BMX 2

F1 2001

F1 2001

Dave Mirra Freestyle BMX 2

Publisher Acclaim
Developer Z-Axis
Web Site www.acclaim.com

The power of the PS2 has finally come, and without being too far from the starting line, that power has already found a way to bite me in the ass. I've discovered that Dave Mirra 2 has some sharp chompers. In effect, what's happened is that this game features **crazily huge environments**. Each level is an Epcot Center of vastness. This sounds like the be-all, end-all of gaming, right? Finally, environments that resemble real life! But no. In fact, when you're trying to find randomly placed items scattered to the four winds—something you have to do if you want to beat the game—that space becomes a nightmare. It's enough frustration to really hurt the score.

Sure, the environments are great when you're trying to score a bike factory worth of points, because you can work your way around and keep the trick lines fresh. But scoring points is such a ridiculously minimal part of the game that it's hardly worth mentioning. So, I'll stop mentioning it.

I don't want to sound like an old maid, because there is plenty of good news when it comes to the PS2's only biking experience. For instance, the best news for Mirra PS one die-hards is that **the control issues I've been griping about since the original came out have been remedied**. And, wisely, the makers of Mirra have kept in the modifier, ensuring that you can do about a million and one tricks if you've got the time (you'll certainly have the environment space).

Also, the game is fast (though sometimes too fast) and there's a lot, a lot, a lot of things to accomplish to beat the entire game, which makes for depth. Forget renting this one, unless you don't plan on getting past the first level.

Gripes: **the multiplayer isn't split-screen; you'll have to alternate**. There's some seriously bad collision detection at times, so you might be able to ride right through a box and not be knocked down. Which seems wrong in some way.

Basically, Mirra is a strong game with some strong faults. But I suggest giving it a whirl.

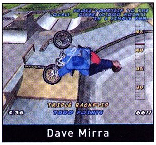
Final Score ●●●◖

Todd Zuniga

TEEN T
Players: 1-2
Memory Card: 59 KB

180 SWITCH FOOTER

Dave Mirra



Dave Mirra

Formula One 2001

Publisher Sony CEA
Developer Sony CEE
Web Site www.scea.com

Why can't anyone get F1 racing right anymore? Bizarre Creations managed to do a spectacular job—twice—for Psygnosis, and yet no one since seems to be able to recreate that magic. Not even this, which is presumably the most recent successor in the same line.

So what's wrong with this one? Well, the same as pretty much every other F1 game since 1998. In an attempt to popularize the sport globally or something, **the handling and difficulty levels are completely screwed up**. On the game's default settings you are able to perform superhuman displays of endurance and control as you can pull from 22nd (last) place in the pack, all the way up to pole in about 10 laps. There's also a tendency for the AI to think you're playing Destruction Derby.

Crank the difficulty levels up to try to compensate for all this weirdness and **everything just goes crazy**. ABS braking and other helpful assistants are immediately switched off and you're left with an uncontrollable, hypersensitive car that spins off the track if you so much as breathe on the joypad.

Compared with EA Sports' F1 atrocity, this is slightly better. If you throw all hopes of Formula One simulation out the window, you can learn to tolerate the game's quirks. If you feel you must.

Final Score ●●◖

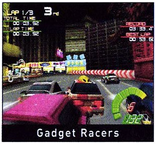
John Davison

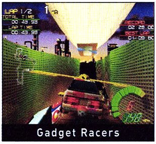
EVERYONE E
Players: 1-2
Memory Card: 78 KB

But enough about us...

What do *you* think?

Do you think we were way off on one of our reviews this month? Do you feel like you noticed elements of the game that we missed? Well, here's your chance to sound off! Send us your own reviews of any current game at **opm@ziffdavis.com** *with the subject line "Reader Review" and you may see your own opinions in print. Remember, we're looking for reviews of the games—critiques of our own reviews will be noted but not considered for print. So there.*





Gadget Racers

Publisher Conspiracy
Developer Takara
Web Site conspiracygames.com

What a pleasant surprise. Out of nowhere comes this cute, quirky racer, and it actually ends up being solidly entertaining. Will wonders never cease.

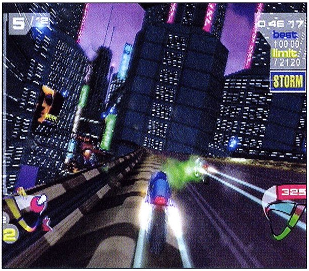
Actually, I almost hesitate to call Gadget Racers a racing game. I mean, of course the immediate goal of the game is to win races, and to do that you need a modicum of driving skill. But dig into the game a little and you'll see that the real point seems to be more of a race to outfit your vehicle from a staggering range of choices. It feels to me like **a kind of Pokémon on wheels**: Not only is there an enormous variety of body types (all superdeformed in a corny cartoon style), but there's a vast assortment of attachments. Some of these are designed to aid performance: propellers, for example, help you drive underwater(!) better; or you can get a set of wings that will allow your car to glide over jumps and the like. But other attachments are purely for show: taxi lights, novelty horns, etc. It all makes for an astonishing depth, something you wouldn't expect when first observing the cutesy nature of the game.

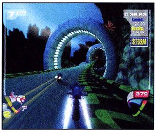
There are some control issues in the actual racing engine, and some poorly designed tracks, but all in all this makes for a surprisingly solid game for racing fans.

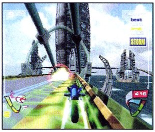
Final Score ●●●◖

Joe Rybicki

Players: 1-2
Memory Card: 450 KB







Extreme G III

Ready for an all-new addiction to speed?

Publisher Acclaim
Developer Acclaim Cheltenham
Web Site www.acclaim.com

For those of you who've been waiting patiently for WipeOut Fusion, wait no longer. Here's your alternative. With Sony's racer not even on the U.S. radar yet, here's a game that perfectly fills the void. In fact, Extreme G III holds its own so well that you might not even think about WipeOut Fusion after you give this a go. Just boot up, hold on tight, and enjoy the incredible roller-coaster ride.

You've never before experienced speed like this in a game. I guarantee it. The effect of racing at breakneck speeds is accomplished better than in any game before this; it's absolutely stunning. And once you upgrade to one of the larger engines and break the sound barrier, things get even better—the screen blurs, the music fades, and all you're left with is pure speed and the whirring of your engine in the background. It'll give you a feeling rarely found in video games—and it's one you must experience firsthand to understand.

The reason speed is accomplished so well in XGIII, though, is due to Acclaim Cheltenham's **amazing graphics engine and track design**. The graphics, though not spectacularly detailed, are often filled with all sorts of lighting and special effects that give the game an almost rendered look at times (in the rain especially). And the tracks were clearly created with the intention of getting you sick. They twist, turn, bring you way up into the air and then straight down. You really do feel like you're on the most insane roller coaster of your life.

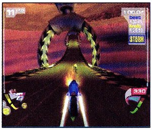
My only real complaint with XGIII, though, is that while it features some of the best presentation around, the game has already been done to death. At times it really does feel just like WipeOut on bikes. And unfortunately, **the weapons available aren't interesting enough to make things feel that fresh**.

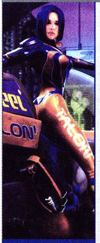
But to be honest, I don't really care if it doesn't feel that new. It's one of the most amazing racing experiences I've had in a long time and that's all that really matters.

Final Score ●●●●

Sam Kennedy

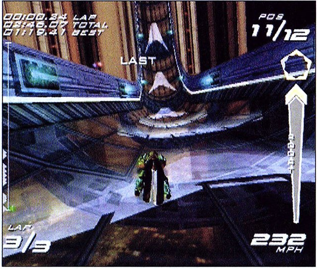
Players: 1-2
Memory Card: 201 Kb





Acclaim's XGIII ad states that it's what's between the legs that counts.

Extreme G III	
Graphics	The sense of speed is incredible and the special effects are simply awe-inspiring.
Track Design	Incredible tracks make you feel just like you're on a roller-coaster ride from hell.
Music/Sound	The music fading out to just the whir of the bikes is too cool.
Gameplay	It's pretty straightforward stuff, really. Race, shoot, charge up your craft.
Sex Appeal	There's a cute chick on the box, but that's about it.
Downsides	Weapons are a tad on the lame side. AI isn't all that hot.
Overall	Topnotch presentation, but the whole thing lacks a bit of substance.



Kinetica

Futuristic, edge-of-your-seat racing like you've never seen

Publisher Sony CEA
Developer Sony Santa Monica
Web Site www.scea.com

Drawing inspiration from such games as Tony Hawk and especially SSX, Kinetica adds a whole new dynamic to the futuristic racing genre: stunts. Because of this, Kinetica **feels like a completely fresh experience** with lots of new gameplay mechanics to master. And it helps exemplify even further why even good games like Extreme G III are starting to feel just a tad bit tired.

Developed by Sony's Santa Monica studio (including some of the same folks who worked on Twisted Metal: Black), Kinetica has an overall feeling of quality about it (just like TMB). Menus are sleek, the graphics are incredible, the techno soundtrack kicks—the overall experience is just so well-presented that **it feels like something only possible on the PS2**.

Which is why when you toss in the truly addictive gameplay, it becomes easy to see why this is another winner for Sony. While SCEA has been waiting for SCEE to get its act together with WipeOut Fusion, the company has come up with a game that's quite possibly even better.

Kinetica's stunts, like in SSX, build up your turbo meter and are rather easy to pull off—which is a good thing, mind you. Because with all of the insane action going on, things can get pretty crazy. But that's the best part. Kinetica, if you give it enough time, will offer some of the best adrenaline rushes you've ever experienced. You're required to pull off stunts and perfectly mix in boosts at all times during the races, and it **keeps you on the edge of your seat** the entire way through. It's an amazing rush.

Like SSX, Kinetica is one of those hybrid racing/stunt games that just offers so much fun and depth. You may not see it at first, but give it time and you'll believe.

Final Score ●●●●◖
Sam Kennedy

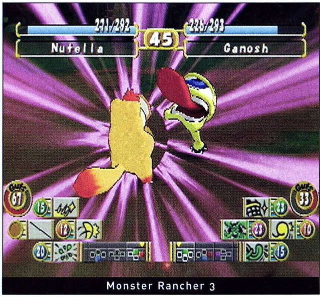
Players: 1-2
Memory Card: 76 Kb

LAST LAP
5/12
3/3
206

Kinetica

Not quite as incredible as XGIII's but still some of the best on the PS2.	Graphics
Lots of secret paths to discover, but some tracks don't allow for many tricks.	Track Design
Better tunes than XGIII, but there are some annoying screams when you crash.	Music/Sound
Pulling off stunts and timing boosts is loads of fun. Definitely better than XGIII	Gameplay
Lots of chicks wearing skimpy outfits make replays plenty more interesting.	Sex Appeal
Some tracks aren't as good as the others and sometimes the AI is mean.	Downsides
It definitely takes some getting used to, but the time is well worth it.	Overall

Sony's ad, on the other hand, asks how fast you like your women.



Monster Rancher 3

Monster Rancher 3

Publisher Tecmo
Developer Tecmo
Web Site www.tecmoinc.com

Maybe it's a little unfair on my part, but I keep waiting to hit that wall.

No, I'm not talking about a fierce battle with a Monol, those imposing, wall-like monsters. Tell you the truth, I'm not sure Monols are even in MR3, as I've yet to encounter one.

I've been a fan of the Monster Rancher series since the beginning. The first title, released in 1997, picked up on that whole creature spawning/training/battling craze, throwing in the option to generate critters from any CD in your collection. (MR3 also lets you use DVDs.) **I've always liked the character design**, the storybook tone of the dialogue (although there's not much actual *story* there) and the whimsical gameplay. But as much as I enjoyed them, I found that with both PS one editions I'd hit that "wall" of boredom after about a dozen hours. The passive nature of the training modes and the limited battles just got tiresome after a while.

So now I'm playing Monster Rancher 3, anxiously awaiting that dreaded moment. But it's not happening. In fact, **I can't stop playing the game**. I'm hopelessly addicted. Heck, I've been so wrapped up in developing my handful of monsters that I haven't even begun to scour my CD and DVD collections in search of elusive, rare creatures.

Funny thing is, MR3 isn't all that different from its predecessors. Its main upgrade is the most obvious one: the graphics. But, oh, what an upgrade it is! I simply adore MR3's cartoony, cel-shaded scoundrels. Finally, these guys have all the personality they deserve. Call me shallow, but **now that these monsters look so good, I can't help but care about them**—so much so that I was completely devastated when my first, and still favorite, monster passed away. And it doesn't hurt that I can import pics of myself into the game, which then appear on masks for my little fellers to wear.

Of course, MR3 isn't for everyone—especially since the gameplay is essentially unchanged since the last release. If you hunger for quick action or a sweeping storyline, look elsewhere. But if you can dig these kinds of wacky, slow-paced games, then you're in for a real treat.

Final Score ●●●●
Gary Steinman

Players: 1-2
Memory Card: 257 KB

24
Nutella
Gallo

Monster Rancher 3

What should we feed
this time?

Monster Rancher 3

PLEASE WASH HANDS BEFORE RETURNING TO REALITY
DOWNLOADING

MATURE
M
CONTENT RATED BY
ESRB

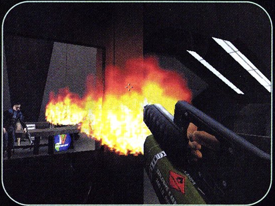
Animated Blood
Animated Violence

EIDOS
INTERACTIVE
GAMES WITH CHARACTER

PlayStation®2

Deus Ex Ion Storm LLP 2001. Published by Eidos Interactive, Inc. Deus Ex and Ion Storm are trademarks of Ion Storm. Eidos, Eidos Interactive, and the Eidos logo are all registered trademarks of Eidos Interactive, Inc. 2001 Eidos Interactive, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

USE STEALTH, STRATEGY, OR SHEER FIREPOWER.
THE CHOICES ARE YOURS AND SO ARE THE CONSEQUENCES.



WILL YOU BE THE CHARISMATIC MASTER MANIPULATOR, THE SHREWD AND STEALTHY TACTICIAN, OR THE DEADLY AVENGING ANGEL?

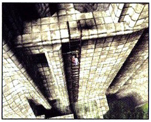
INVENTORY
AUGS

DEUS EX HAS BEEN VOTED GAME OF THE YEAR BY OVER 20 MAGAZINES, WEBSITES, AND READER SURVEYS.

>THE NEXT LEVEL OF INTERACTIVITY IS HERE.

DEUS EX
THE CONSPIRACY

WWW.DEUSEX.COM



Ico

A quiet revolution

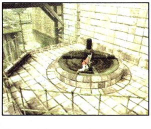
Publisher Sony CEA
Developer Sony CEI
Web Site www.scea.com

"Silence speaks louder than words." Seldom has a game more clearly exemplified this maxim than Ico. While playing this masterpiece, you grow to realize just how much can be communicated through atmosphere, wordless gestures and facial expressions. You start to pay attention to things that in the course of everyday life might get lost in the hubbub of conversation. You notice the power of sound effects—footsteps, crackling flames, the lonely sound of the wind—and the mood that careful lighting can create. **It's hard to express how stunning this game looks and sounds**; from architecture to animation, Ico continues to astound at every turn.

But the game isn't only about setting a scene, although that's certainly one of the major draws. **It's also about forming a bond with the player**, to an extent few games can even dream of. By a deft use of character design, animation and control, the game causes the player to quickly identify with young Ico and his fragile companion Yorda. When Ico grabs Yorda's hand and nearly pulls her off her feet in his urgency, it makes us laugh. When he holds out his hand and she prepares to make a death-defying leap into his arms, we're on the edge of our seats. And when she's grabbed by the smoke monsters and spirited away, our hearts are in our throats.

But Ico isn't only about character interaction, either. It's also about brain games; at it's most basic, it's a puzzle game, after all. What's great about Ico's puzzles, though, is that they're so well-integrated into the game. **Rare is the puzzle that seems out of place**; most make perfect sense within the context of the game. Of course, there are a few notable exceptions, and plenty of places where you might wonder just what the original purpose of all this machinery was. But never do you feel that jarring disconnect that so bothers critics of games like Myst—you won't find yourself pulled out of the game by a sudden color-matching puzzle or a complex series of gears and levers with no discernable purpose.

Of course, these puzzles come at a price. Since the main goal of each area is to get Yorda *out* of that area, the game basically consists of one long environment challenge after another. This has three effects: One is that those with less experience in video game puzzle convention might find themselves easily stumped. (There are plenty of opportunities, that's for sure.) Another problem is that because of the complexity of each area, **the game isn't all that long**. That is, if you factor out the time spent running all the possible solutions through your head, the game just doesn't take very long to complete (and there are no rewards for playing through multiple times). Once I knew what I was doing, for example, I was able to blast through in a little over three hours. Now, I want to be clear that my first time through the game took probably three or four times that long. But regardless, this structure can seriously meddle with the pacing of the game, and **there's really nothing more frustrating than running around the same area for hours because you just *can't* figure out what you need to do to get out**. The third problem has to do with action: There just isn't enough of it. While you do have the occasional run-in with the smoke monsters, these are somewhat infrequent. Plus, while interesting the first few times, after awhile they start to feel a bit tacked-on; where the puzzles are mostly seamlessly integrated into the game, **the battles tend to feel sort of pointless**—inserted more for variety than for story.



But if these complaints seem unnecessarily nitpicky, that's probably because there isn't a whole lot to complain about. The strengths of this masterfully crafted title far outweigh its weaknesses. It's a revolutionary game design, a perfect showcase for the system, and a must-have for anyone's library—but more importantly, it's simply a beautiful, challenging, enthralling game. What else matters?

Final Score ● ● ● ● ●

Joe Rybicki

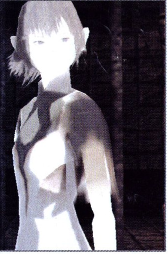
Players: 1
Memory Card: 345 KB

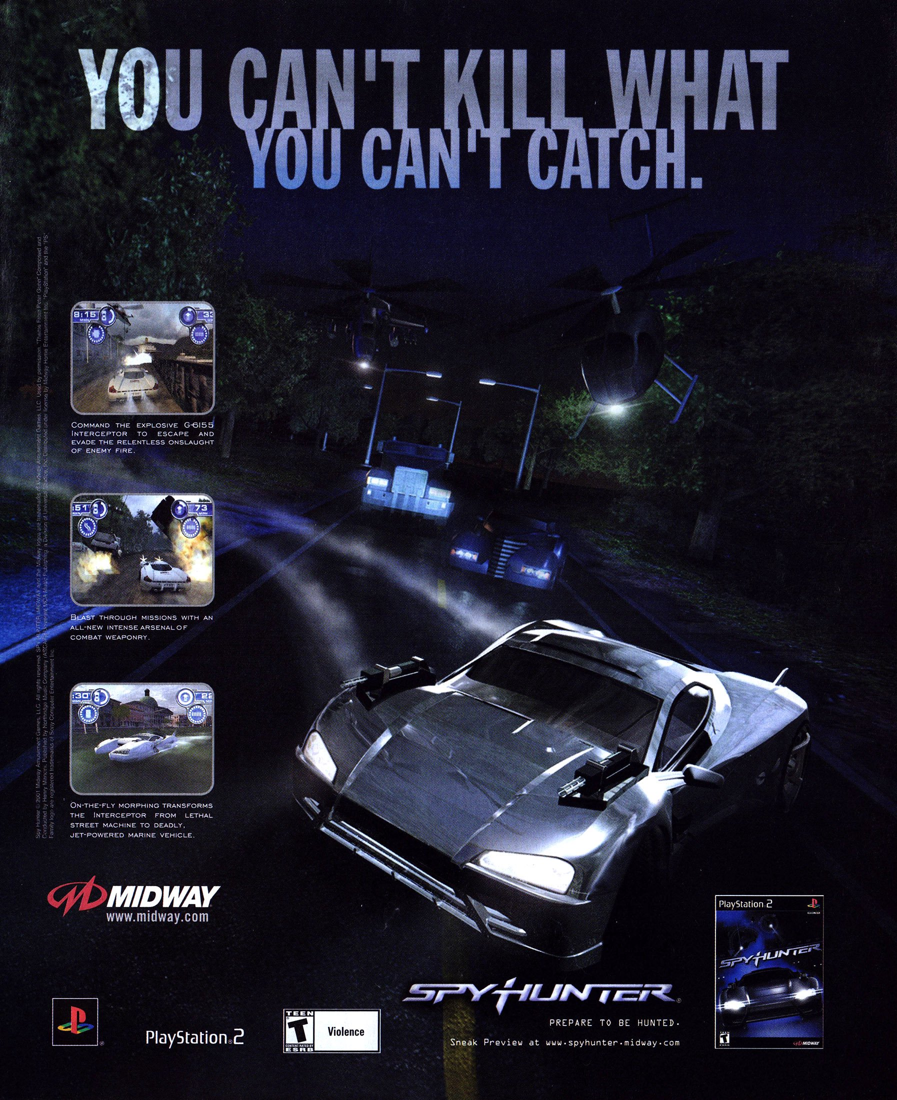
BLIND DEVOTION

Recently, there's been some talk among folks who have played the Ico demo (see this month's Input for one example) that the reason Yorda has so much trouble fending for herself is that she's blind. Now, while I think it's great that people are getting so wrapped up in the game that they're dissecting it to this extent, I'd like to take this opportunity to point out two items that will hopefully put this rumor to rest.

Consider: On frequent occasions Yorda very clearly looks around at her surroundings, watching enemies and occasionally Ico himself; a blind person will not look from side to side in the manner she does when first stepping out of her cage. And the other thing is that there are dozens of areas in the game in which Ico simply puts out his hand without making a sound and Yorda jumps either straight up or across a chasm, catching his hand every time.

If nothing else, though, this debate is an excellent example of how this game can draw the player in while barely saying a word. Bravo.





COMMAND THE EXPLOSIVE G-6155 INTERCEPTOR TO ESCAPE AND EVADE THE RELENTLESS ONSLAUGHT OF ENEMY FIRE.

BLAST THROUGH MISSIONS WITH AN ALL-NEW INTENSE ARSENAL OF COMBAT WEAPONRY.

ON-THE-FLY MORPHING TRANSFORMS THE INTERCEPTOR FROM LETHAL STREET MACHINE TO DEADLY, JET-POWERED MARINE VEHICLE.

MIDWAY
www.midway.com

PlayStation 2

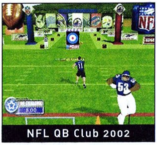
TEEN
T
CONTENT RATED BY ESRB
Violence

SPYHUNTER®

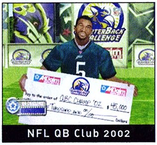
PREPARE TO BE HUNTED.

Sneak Preview at www.spyhunter.midway.com

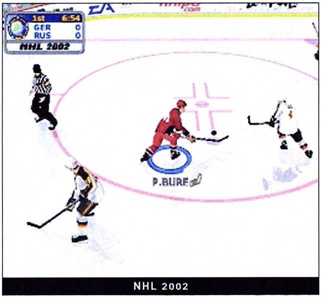
Spy Hunter © 2001 Midway Amusement Games, LLC. All rights reserved. SPY HUNTER, MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC. Used by permission. "Theme From Peter Gunn" Composed and Conducted by Henry Mancini. Published by Northridge Music Company (ASCAP)/Universal MCA Music Publishing, a Division of Universal Studios, Inc. Distributed under license by Midway Home Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



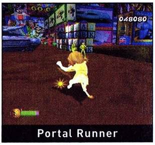
NFL QB Club 2002



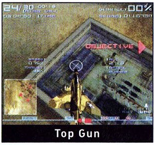
NFL QB Club 2002



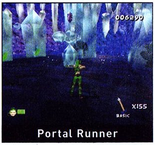
NHL 2002



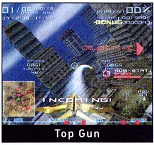
Portal Runner



Top Gun



Portal Runner



Top Gun

NFL Quarterback Club 2002

Publisher Acclaim
Developer Acclaim Studios
Web Site www.acclaim.com

I like free enterprise and the spirit of American idealism. After all, competition breeds better video game football, right? Well, not in the bland QB Club 2002's case.

If you've played recent QB Clubs you'll find that this is quite an engaging improvement. But playing QB Club on the Dreamcast was like filing your fingernails with a chalkboard. Really, **the only thing that makes this PS2 incarnation fun is the Quarterback Challenge**. It's the same kind of event you'd see on an idle off-season Saturday, in which your favorite QBs would ham it up, competing against one another while wearing Oakleys, athletic shorts and backward hats. And one of them ends up with a big, goofy check that's pretty much pocket change if they win. This part of the game is fun, entertaining and perfect for a party. The football, though, is where the problems begin.

The rest of the game isn't awful, but it isn't rewarding either. **Try running the ball with any of the top running backs in the game and you'll never need to throw a pass.** There's no momentum by the players, so you can cut and juke with a running back without having to worry about spraining an ankle.

Overall, this one's too easy. And why wouldn't you just buy Madden?

Final Score ●●◖

Todd Zuniga

Players: 1-4
Memory Card: 1,437 KB

NHL 2002

Publisher EA Sports
Developer EA Canada
Web Site www.easports.com

If you're a fan of EA's NHL series, or if you used to be, and if you've relocated your vid-haunts or dug up your gaming rigs, prepare for a bloated long-distance bill. Reason being: You'll want to call all your old hockey-gaming buddies. Because, finally, finally, finally, we have a hockey game that returns to those cherished times, those legendary all-nighters, borne from Sega Genesis' NHL '95.

I've come to believe, after many hours spent in quiet contemplation, that the Sega NHL series had gone the way of the Star Wars franchise. My disappointments in the last few years had convinced me that no sequel, even with fantastic technological advancements, could make me *feel* the way the originals of each series did. PS one puck left me heartsick, PS2 left me yawning. The Luddite in me told the rest of my brain that technology was the cause. Too much pizazz. Too much rigmarole. Both me and my *Synonym Finder* were searching for simplicity.

Now, using the something-old, something-new formula, less-than-ecstatic vid-hockey fans have been stitched a brilliant quilt to warm our spirits. It's fun. It's fast. And though it's not perfect, it's **the only hockey must-buy I've seen in the last six years**.

What's great? Try the seamlessly brilliant Breakaway Cam that sweeps you right into skater-on-goalie one-on-ones. On breakaways you now hold Triangle to get control of the player's stick, so there's no contrived deke posing as a slick move. **The Franchise Mode is 10 seasons of blissful replayability**, the Olympic tournament will inspire you to trash a hotel room with excitement, and the animations don't get in the way of the hockey. **Plus, there's no slowdown. Anywhere. Ever.**

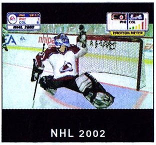
What's bad? Shots take too long to come off the stick, eliminating quick shots. Fighting is tragic (take it out!). And why, when *any* player is hot does his Overall jump to 99, while a cold player's Overall (even Mario Lemieux) drops to 50?

This game rules the rink. Just say "puck it" and go buy it. Now.

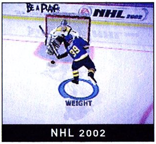
Final Score ●●●●◖

Todd Zuniga

Players: 1-2
Memory Card: 2750 KB



NHL 2002



NHL 2002

Portal Runner

Publisher 3DO
Developer 3DO
Web Site www.3do.com

Say what you want about Portal Runner. You could say that as a 3D adventure it's incredibly bland, and you'd be right. You could say that as a platformer it's **clunky and frustrating due to its awful controls**, and you'd also be right. You could say the story is boring and disjointed, that the characters are cookie-cutter clichés, that the graphics range from slightly above to depressingly below average. Say what you want...just don't call it an Army Men game. 'Cause even though it has the same characters as the Army Men games, from the ever-popular Sarge to the nameless tan soldiers—and even though it appears to use the same engine as the mediocre Sarge's Heroes 2 for PS2—and even though it has the same feeling of having been created by some robot that feeds on focus groups and spits out random conglomerations of overdone game formulas, it is NOT an Army Men game. Somehow.

In spite of this fact, the game does manage to hit some high points. Sadly, these don't really show up until you start exploring the last of the three worlds—but luckily, getting there won't take you more than a long afternoon. That makes this **a solid rental**, but I'd suggest saving your purchasing dollars for something else. Like, say, an Army Men game.

Final Score ●●

Joe Rybicki

Players: 1-2
Memory Card: 54 KB

Top Gun: Combat Zones

Publisher Titus
Developer Digital Integration
Web Site www.titusgames.com

I wonder if they give points for effort at the real Top Gun? Somehow I doubt it. Too bad—Combat Zones has a lot going for it. Real-life planes, real-life weapons, real-world locations—it's **the closest thing to an honest-to-God flight sim a PlayStation has seen**. Add to that some really sharp graphics, especially in the area of ground textures and structures; you can fly through cities, skim along the surface of oceans, and dive into realistic-looking canyons. Seems like a surefire hit, right?

Well, no. One of the problems is fundamental: Top Gun can't seem to decide whether it wants to be a simulation or an arcade flyer. On the one hand you have some serious difficulty, like trying to hunt down a single fighter in a cloudy sky with minimal computer assistance. And fairly realistic damage ratios can put you on the edge of your seat from time to time. But on the other hand, the game throws all kinds of distracting, arcadey text at your face, proclaiming "First Blood!" or "5 Hits—Great!" Plus **the controls just don't *feel* right**; the planes feel sluggish and overweighted, as though the physics engine were oversimplified. And the monotonous, unbalanced missions don't help matters. Though it'd be a fair rental, I'd suggest holding out for Ace Combat 04.

Final Score ●●●

Joe Rybicki

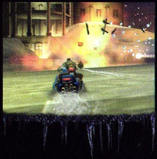
Players: 1
Memory Card: 170 KB

MIDWAY
www.midway.com

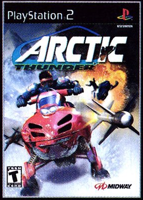
START
FINISH

Throttle the competition with hard-core hand-to-hand combat.

Hyper-realistic racing velocity and major air give new meaning to "breakneck speed."



Make 'em feel you with combat weapons like snow bombs, missiles, and The Atomic Snowball.



Sneak Preview @ www.arcticthunder.midway.com

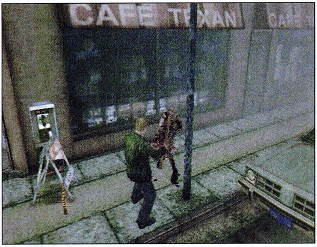
ARCTIC THUNDER

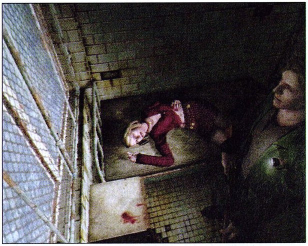
PlayStation 2

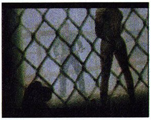
XBOX

TEEN
T
CONTENT RATED BY ESRB
Mild Violence

Arctic Thunder © 2001 Midway Amusement Games, LLC. All Rights Reserved. ARCTIC THUNDER, MIDWAY and the Midway logos are trademarks or registered trademarks of Midway Amusement Games, LLC. Used by permission. Distributed under license by Midway Home Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.







Silent Hill 2

Prepare to have your head messed with and your underwear soiled

Publisher Konami
Developer Konami
Web Site www.konami.com

Silent Hill 2 gets under your skin. It heightens your senses, plucks on your heartstrings, terrifies you, creeps you out, makes you jump and quite surprisingly, on occasion, bores you. Hang on a second. What was that last one?

Bores you, yes. Maybe it's because the cool bits are so frickin' cool that the not-so-cool bits really stand out; I don't know, but there are times when I was frustrated and grouchy. Usually that's a good indicator that I'm bored.

Take, for example, the first 10 minutes of the game. It's all very moody. You start off standing in a dirty-looking public toilet, getting all sad and depressed as you peer in the mirror and ponder the past. You run outside, grab the map from your car, and then start running. And running and running and running. For 10 whole minutes! The only thing of note that happens is that you run into a very nice girl in a graveyard who seems terribly friendly, but is ultimately just setting herself up for a scene later on. Aside from this brief interlude, the only other things you have to do involve opening a couple of gates and peering through the pea-soup fog. Somehow this is forgivable, though. The atmosphere is so effectively conveyed that **you spend the entire 10 minutes on the edge of your seat** worrying what's about to leap out of the fog at you.

Eventually something does actually leap out of the fog at you, and you finally feel like the game has actually begun properly. A lot of all this is psychology, I guess. For the jumpy, crap-your-pants scary bits to work, you have to have extended periods of relative inaction so that you're "ready" to be taken by surprise.

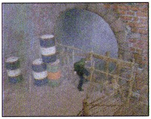
There was a
Hole here.
It's gone now

What a shame that this inactivity more often than not leaves you wandering around wondering why every door you try to open elicits the response: "It looks like the lock is broken. I can't open it." The further you get in, the more you'll wish that you could just point to the map and tell the game, "I want to go there."

Fortunately it's not all bad. This isn't like one of those godawful RPGs that make you run backward and forward for miles and miles just to make everything more time-consuming. The action tends to be held together in "Acts" where you'll be confined to a certain location in order to complete a number of tasks. These tasks usually involve solving a couple of puzzles, killing a number of bad guys, and then soiling yourself when the boss turns up the second you open a door. None of it's terribly difficult to deal with, and when things hit their stride, the pacing can be very exciting.

The difficulty of both the combat and the puzzles can be changed before you start the game, and across the three main settings, the content of the game changes a great deal. **In "easy" mode, the bad guys drop like flies if you so much as look at them in a funny way, and the puzzles are from the moron school of logic.** At the opposite end of the spectrum, boss fights in "hard" mode require superhuman concentration, while the puzzles are accompanied by clues so cryptic they'll make your eyes bleed.

To be honest, if you were to simply analyze the "gameplay" aspects of the game, you'd come away singularly unimpressed. If you're the type of loser who skips every cutscene without ever watching it, or worse still, are the kind of "hardcore" gamer who buys Japanese games and plays through without ever knowing what the hell is going on, then you're not going to enjoy this. No doubt we'll get mail from these folks whining that this is too short and too simple. You know who you are. You're the ones who griped about Metal Gear Solid being too short as well.



To fully appreciate Silent Hill 2, you have to let it take over your life for a while. You have to tolerate the boring bits and surrender yourself to the psychological foreplay before it administers the full-on headf—k. Let it buy you a drink, take you to dinner, and then take you back to its place to have its wicked way with you. You know you'll love it.

The story really is quite fabulous. It plays with your mind and, like a good movie, has you hypothesizing about the ending before you're even halfway through. Sure, it has some gross bits, but **unlike the Resident Evil series, the scares aren't cheap.** The truly nasty bits are those that you don't see, or those that you only see the aftermath of. One of the creepiest characters in the game is a little girl. She doesn't actually do anything particularly out of the ordinary, but her apparent comfort in the dirty and horrific decrepitude of the town is downright unsettling.

Obviously the spectacular presentation is a big help. The graphics are absolutely stunning throughout, depicting the derelict abandonment of the town in a way that's unlike anything ever seen in a game before. The peeling paint, the rusty metal, the dirt and grime—it's all there. The visual splendor is only bettered by the sound effects that are as responsible, if not more so, for the scariness of the experience as any amount of plot, characterization or things jumping out of the darkness.

The best way to play this game is alone, with the lights out and the sound turned up. **It will freak you out. I guarantee it.**

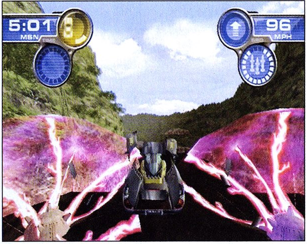
Final Score ●●●●◐

John Davison

Players: 1
Memory Card: 170 KB

WHAT IS SILENT HILL 2?

While the original was a survival-horror game with plenty of action, Silent Hill 2 is definitely more of an "interactive ambience" with puzzles and combat thrown in for good measure. As with Metal Gear Solid, a lot of the psychology with the game is driven entirely by the player. You would be forgiven for thinking this is a violent game because of the horror involved. It isn't necessarily. It's possible, for example, to play through the majority of the story without actually getting into too many scrapes. You generally choose whether or not to kill stuff, and ultimately you dictate the violent content of the experience by your own actions.



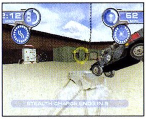
2:59
55
BOMB DETONATION IN 22

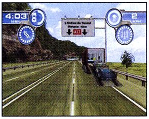
Spy Hunter

Guess what? Remakes of '80s games *can* be good!

Publisher Paradigm
Developer Midway
Web Site www.midway.com

An early cutscene in Spy Hunter shows us right off the bat that Paradigm knows how to properly acknowledge a classic: "I have reason to believe that this is the very man who crippled our endeavors in '83," proclaims the leader of the terrorist organization NOSTRA, obviously referring to the events of the 1983 game that first set you behind the wheel of a fully armed G-6155 Interceptor. But more importantly, Paradigm has paid homage in the way that truly matters: by instilling **gameplay that equals—I'd even say surpasses—that of the original**. In Spy Hunter for PS2, we have not only the very best 3D re-creation of a hit from gaming's early days (sorry, Frogger, Galaga, Breakout and friends), but also a title that no doubt will one day be known as every bit a classic of the original's caliber.





If you sampled the two levels on our PS2 demo disc last month, you already know what I mean. Spy Hunter has everything you'd find in a good blockbuster action film—breakneck speed, death-defying stunts, explosions galore—and it **engrosses you in the way that only a great video game can**. Simply weaving through barrels with the spot-on control in the first of the two training missions immerses you right away, while your car's seamless transformations proceed to wow you. Your vehicle comes equipped with the ability to morph from a car into a boat, should it land on water—even a motorcycle when you've taken a lot of damage. And nothing's cooler than procuring a stealth item and watching your Interceptor speed down the street without being seen.

You also have to love the sensation of shooting up NOSTRA vehicles—nothing beats locking on to an enemy helicopter, connecting with a guided missile, and watching it struggle to stay airborne, only to crash right in front of you a hundred yards down the road.

You've even got some innovative level design. I particularly enjoyed the one where NOSTRA has placed a bomb at an F1 race. The only way to disarm it? Participate yourself! It all happens to some great music, too, highlighted by Saliva's "Peter Gunn Theme" remix.

A couple of pesky annoyances put me off a bit, though. For one thing, **hitting L3 to target just doesn't work well**. I often instinctively pushed L1, which only changed my weapon instead of targeting the one I wanted.

Spy Hunter's level advancement setup also can get to you, as you must fulfill nearly all secondary objectives to move on. This wouldn't be so bad if you didn't have to succeed in accomplishing all of the *other* objectives that you already fulfilled in order to get credit. **It makes things harder than they have to be**, and I can only surmise that the reasoning for this was to add several hours to a 14-mission, otherwise short game.

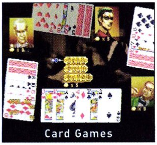
The two-player challenges are a little disappointing, as well, with the "collect the most SATCOMs" and straight races seeming mostly like a last-minute attachment. However, there's no beating the few competitions where your goal is to run over more chickens than the other player!

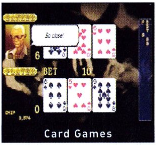
But despite any minor issues that hold Spy Hunter from perfection, Midway still has an instant classic on its hands. I just have to wonder if 18 years from now, hearing "Spy Hunter" will force gamers to think way back to '83...or to '01.

Final Score ●●●●◖

Chris Baker

Players: 1-2
Memory Card: 38 KB


Card Games



Card Games

Card Games

Publisher Agetec
Developer D3 Publisher
Web Site www.agetec.com

This is a great idea. A great, great idea. But it's a great idea that's executed really, really badly. And that's a damn shame.

See, the premise of the cunningly titled Card Games is to play, well, card games. You know, for money. With me so far? Here's the twist: You then *use* that money to buy things in the game. OK, it ain't particle physics, but it **does add some purpose to the essentially purposeless casino-game genre**. It's an idea so simple that no one seems to have thought of it until now. So, kudos to Agetec.

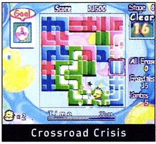
Except...the things you buy in the game, with the exception of passes to the higher-stakes games (a fantastic idea), are really, really dumb. Really. The point is to outfit your "player room" with so much gold that it starts to look like Liberace's bathroom. Seriously, all the highest-level items are gold. Who the hell needs a gold television? What*ever*.

The other problem is that **the game interfaces are so clunky as to make the games almost unplayable**. The blackjack interface, for example, makes me want to take a nap. Plus, some of the rules aren't quite right. Since when is the seven-card-stud format two down, three up, one up, one down? I'd like to see this idea used in a more competent game.

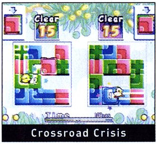
Final Score ●◖

Joe Rybicki

Players: 1-2
Memory Card: 1 block



Crossroad Crisis



Crossroad Crisis

Crossroad Crisis

Publisher Agetec
Developer Success
Web Site www.agetec.com

Question: Why did the chicken cross the road?

Answer: Because Agetec changed the working title of this $10 puzzle game from Tic Tac Chicken to the overwrought Crossroad Crisis!

Yes, I know—my riddle isn't very funny. Actually, it's not funny at all. Heck, **it doesn't even make sense**!

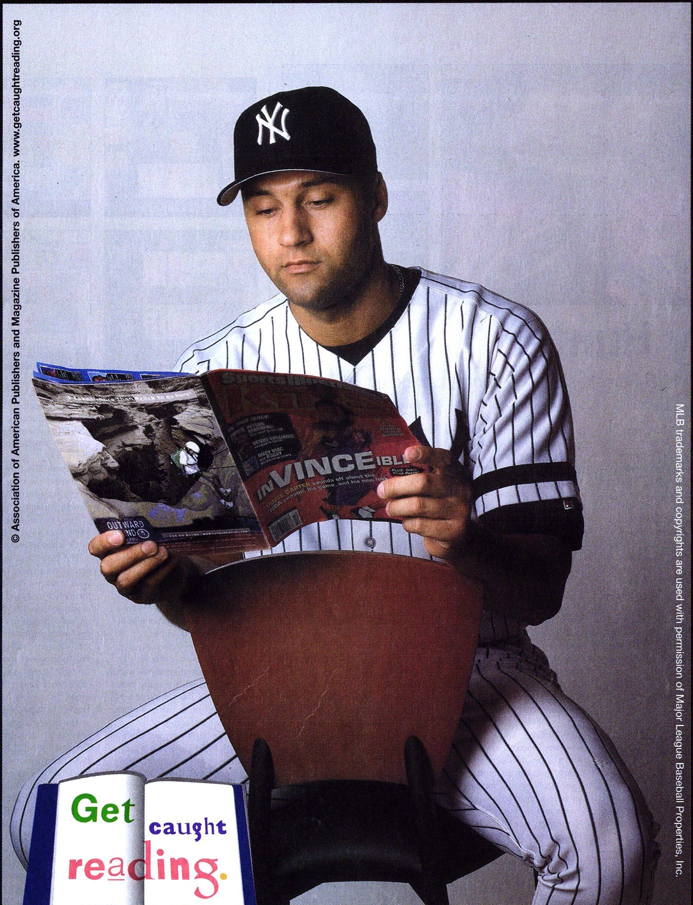
But then again, neither does this game. I mean, why would anyone want to place a cute baby chick in the middle of a pond, floating perilously on tiles that you have to link up and eliminate in order to call forth a life preserver that whisks the little clucker to safety? Such wanton cruelty boggles the mind!! And it ain't just savage salvos against chicks here. During the two-player mode, the, er, fowl treatment extends to fluffy baby ducks as well!

But before all you animal activists get up in arms, know this: The cruelest cut of all is inflicted on the *human* gamer who unwittingly plunks down a hard-earned sawbuck on this short-lived puzzler. Sure, **it's fun for about five minutes**, but beyond that, well...nope. See, it's essentially just an elaborate minigame, one that lacks any sort of addictive, hafta-come-back-and-play-it-just-one-more-time quality. After blasting through the entire game in a mere few minutes, I had enough. And that, my friends, isn't fun, or funny, at all.

Final Score ●◖

Gary Steinman

Players: 1-2
Memory Card: 1 block


Get caught reading.
inVINCEible

© Association of American Publishers and Magazine Publishers of America. www.getcaughtreading.org

MLB trademarks and copyrights are used with permission of Major League Baseball Properties, Inc.

Photo: Walter Iooss Jr.

Derek Jeter caught reading.

Your world. Cubed.

The Pocket Games Guide to GameCube

Everything you need to know about Nintendo's new system and games.

On sale 10.30.01

Get into it.

POCKET games

ZIFF DAVIS MEDIA

Inspector Gadget

Inspector Gadget

Inspector Gadget: Gadget's Crazy Maze

Publisher Ubi Soft
Developer Vision Media
Web Site www.ubisoft.com

Here's my take on the conversation that led to Gadget's Crazy Maze:

"Hey, Jim—remember that really mediocre puzzle game you worked on a few years back? The one that got sh–tcanned by the old boss?"

"Yeah, Bob. You mean the one with the falling blocks?"

"No, no. Not the *derivative* one. I mean the one with that guy wandering through different towns, pushing jewels together to eliminate them, trying to avoid those dopey thugs..."

"Ah, yes. I remember. I set it up so you could only *push* the jewels, and not *pull* them, so **if you nudge a jewel into a corner, you're screwed and have to start the level over**. That was by far my favorite feature."

"Uh, right. Well guess what? I just signed the biggest license deal of my life. I signed..."

"Who?! Damnit, Bob, tell me!!"

"Inspector Gadget!"

"Oh. Oh my. Oh my goodness. But how? With what money?"

"Apparently, he needs the cash. Got him real cheap. A steal, I tells ya! So let's slap him onto this game and get it out the door pronto!"

"Hey, I've got an idea! I can cobble together **a muddled multiplayer mode**. Kids like that! I'll build in support for *two* Multitaps!"

"Perfect. That way, all eight suckers...er, people who buy the game can play it together!"

Final Score ●●

Gary Steinman

Players: 1-8
Memory Card: 1 block

989 SPORTS
NYK 0
MEM 0
1st 4:56
Sprewell
NBA ShootOut 2002

NBA ShootOut 2002

Publisher Sony CEA
Developer 989 Sports
Web Site www.989sports.com

After last year's marvelous NBA playoff run by the Philadelphia 76ers and the Milwaukee Bucks, I found the magic in basketball that I've only heard about. Sure, I may like Ray Allen primarily because he starred in a Spike Lee flick (*He Got Game*) and sure, I may like Allen Iverson because he's a half-inch shorter than I am. But the key is that I've caught the fever, regardless of *why* I've caught the fever.

With this in mind, it's hard for me to slide my next-gen enthusiasm car in reverse and get excited about a PS one basketball game. But, still, it's happened. With all the 989-bashing I toss around with abandon, ShootOut is a shot in the arm that **makes me enthusiastic about a PS2 ShootOut prospect**. It's solid basketball for those without "the deuce."

Last year I was far from pleased by ShootOut. It was a pitiful game that didn't bother to compete with EA Sports' NBA Live. But that was last year. Last year I hated the shooting meter. It's been done away with. Thankfully. Last year, I could've defended Kobe Bryant better. Now **defending is a pleasant experience**. Last year the inside game was enough to make me cringe with frustration; the players just looked like a big glob of paint. Now, it's easy to discern between my pipe-hitters and theirs. Last year the announcing was, how should I say, godawful. No longer. Somebody convinced the commentators to watch the entire game. Although they do seem a bit inebriated when they refer to Philly's Eric Snow as Knicks forward Latrell Sprewell.

One huge annoyance that carries over from last year: **I sometimes shoot a ridiculous granny-style shot when I'm just trying a pump-fake**. It makes me angry in a way that causes my throat to hurt and my head to ache.

The Create-A-Dunk is still around, but that high wore off years ago. I guess it's a nice touch though, for the over-bored.

Overall, the AI's been ramped up and last year's draft class is revved and ready. But you'll have to create Mr. Jordan on your own.

Final Score ●●●◖

Todd Zuniga

Players: 1-8
Memory Card: 4 blocks

NBA ShootOut 2002

NBA ShootOut 2002

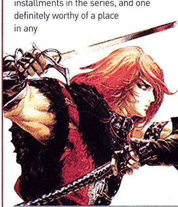
SCORE-002000
TIME 485
STAGE 16
PLAYER
ENEMY
-08
P-03

Castlevania Chronicles

Great 2D gameplay never gets old

Publisher Konami
Developer Konami
Web Site www.konami.com

For die-hard Castlevania fans such as myself, Konami has just granted us a giant favor in the form of Castlevania Chronicles. Even though the game's nearly a decade old, Chronicles is still one of the better installments in the series, and one definitely worthy of a place in any true Castlevania fan's collection.



Since the game was never previously released in the States (it was only found on a PC platform in Japan), most gamers here have never been able to check it out. So Konami has graciously pressed 30,000 copies for the American market, and has put the game at a fair price point of $20. **And while Chronicles definitely shows its age, one of those copies ought to be yours if you're a fan of the series.**

Why? Well, for one, Chronicles has some gameplay that's actually pretty unique in terms of Castlevania games. While some stages are basically remakes of those found in previous Castlevania games, **there were a few gameplay elements that I'd never come**

NEXT-GENERATION CASTLEVANIA

Some of you may remember Clish talking about a new Castlevania for the PS2 a few issues back. Well, as a special bonus in Castlevania Chronicles, Konami has included an interview with Castlevania: SOTN/Chronicles producer Koji Igarashi in which he talks about the next game. Although he remains vague on a lot of subjects, Mr. Igarashi does mention that it will play a lot like Symphony of the Night and that he has assembled his most talented team yet for the new installment. Also, he states that the game will likely remain 2D (thank goodness). For more on the future of the series as well as background info on Castlevania SOTN and Chronicles, make sure to check out this video. But also make sure you're prepared for some cheesy production values, because it's pretty laughable at times.

SCORE-045320 TIME 466 STAGE 13
PLAYER
ENEMY
P-02

SCORE-004000 TIME 118 STAGE 05
PLAYER
ENEMY
P-03

across before in any of the games in the series (and I've played nearly every one). Finding these was a pleasant surprise.

Another reason I'd recommend the game is for its difficulty. Yeah, I'll admit to having thrown the controller a few times (damn Medusa heads!), but there's nothing quite like the feeling of getting through tight spots in games like these, and trust me, you'll get it quite often.

I also like to recommend this game because of how surprising the graphics are. Sure, they're nothing next to the stunning visuals of Castlevania: SOTN, but **you'll be surprised how the 2D backgrounds still hold up despite being 10 years old**. As for the music, it's not bad, but not as stellar as some of the other games in the series. The new remixed version of the soundtrack in the game does add some nice flair to the original, though.

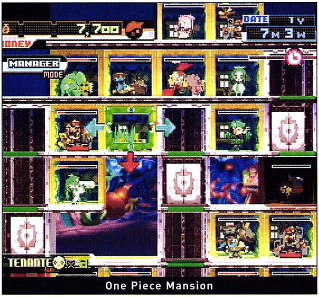
Chronicles also comes with an art gallery mode as well as an interview with the producer of the game (see sidebar), which are a nice bonus and worth checking out.

But if there's really one big reason why I'd suggest this game to fans of this series, it's to support the franchise we've all come to know and love. Help show that there's still a need for 2D gaming and that this series has its own dedicated fans.

Final Score ●●●◖
Sam Kennedy

TEEN T
Players: 1
Memory Card: 1 block

SCORE-002500 TIME 459 STAGE 16
PLAYER
ENEMY
P-03



One Piece Mansion

One Piece Mansion

Publisher Capcom
Developer Capcom
Web Site www.capcom.com

I was reasonably interested in this game before I actually booted it up. After all, Capcom quietly released my all-time favorite puzzle game back in '96 (Super Puzzle Fighter II Turbo, in case you were curious). And at first I thought the game might live up to my excitement. It's got **a nicely unique premise**: You are the manager of a growing apartment building, and must locate your tenants so that their particular quirks don't cause their neighbors to get fed up and move out, all the while trying to drive out invasive tenants from "Syndicate 5" (OK, I'll admit it: I have *no* idea what that means). And the pace is frantic enough for the best puzzle games.

But there are two fatal flaws here: First of all, the game's just too darned short. Only seven levels comprise the story mode, and the "Endless" mode doesn't offer more than a temporary diversion. And more importantly, **there's no two-player mode**. So in spite of the novelty, there's next to no replay value. And that's just criminal when it comes to puzzle games.

I'd recommend One Piece Mansion for die-hard puzzle fans, but even then only as a rental. Contrary to the rules of classic puzzle games, it takes a long time to pick up, but a short time to master. I'll pass, thanks.

Final Score ●◖
Joe Rybicki

EVERYONE E
Players: 1
Memory Card: 1 block

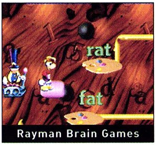
Rayman Brain Games

Publisher Ubi Soft
Developer Ubi Soft
Web Site www.ubisoft.com

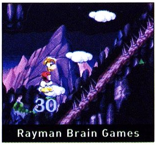
If only all edutainment titles looked this good! Brain Games is basically a stripped-down version of the original 2D Rayman, but with math and word levels thrown in. Our 5-year-old critic had a real blast with the handful of practice levels—we couldn't tear her away from it! But the actual "activity" levels had **too many simultaneous challenges**—like finding the right word while jumping from a ledge and avoiding a baddie—that it was too much to handle. Still, a worthy purchase.

Final Score ●●●
Bob and Kelsey Conlon

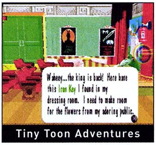
EARLY CHILDHOOD eC
Players: 1
Memory Card: 1 block



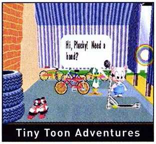
Rayman Brain Games



Rayman Brain Games


Waheey...the king is back! Here have this Iron Key I found in my dressing room. I need to make room for the flowers from my adoring public.

Tiny Toon Adventures



Tiny Toon Adventures

Tiny Toon Adventures: Plucky's Big Adventure

Publisher Conspiracy
Developer Warthog
Web Site conspiracygames.com

Here's the skinny on this 3D point-and-click puzzle/adventure title: **If you're old enough to read the overwhelming amount of text this game slings at you, then you're far too old to play it**. But if you're too young to follow along as Plucky and his mates blather away, then you won't have the slightest clue as to what's going on here. And if you somehow fall into an unknown third category, then, well, you still won't want to play this game.

Final Score ●◖
Gary Steinman

EVERYONE E
Players: 1
Memory Card: 1 block

SABRETOOTH
35
FORGE
3 HITS

X-Men

GAMBIT
49
GAMBIT

X-Men

X-Men: Mutant Academy 2

Publisher Activision
Developer Paradox
Web Site www.activision.com

Aside from a few new characters, stages and some added fighting mechanics (such as aerial combo moves), Mutant Academy 2 does very little to improve upon last year's X-Men effort from Paradox. That's not to say that the game isn't worth checking out, but don't be surprised if you're left hoping for more. Like I was.

For one thing, I was hoping for a little bit better balance this time around. **There are still characters that I feel are hard to use correctly**, due to moves and combos being awkwardly timed or otherwise hard to pull off. Things can just feel a bit clumsy at times.

Also, I was hoping for some more interesting gameplay ideas for this one. While I do really enjoy the way both Mutant Academy games play (especially the combo system, which can be lots of fun at times), **the whole joint super-move meter just doesn't work for me**. It's really not that fun to try to pull off the moves in the middle of a battle. In the gameplay arena, Capcom's X-Men fighting games still blow this one away.

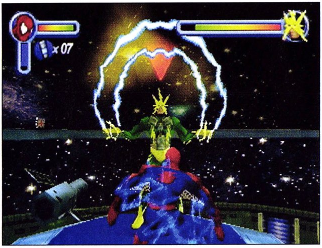
And lastly, I was hoping for a bit better AI this time around. Enemies will dish out combos and special moves enough to create a challenge, but there's never a true feeling of intensity as though you were battling a real human opponent. Two-player is a must.

But at least, like the original, **Mutant Academy 2 has some good graphics going for it**. I really like the way Paradox was able to pull off the X-Men characters on the PS one. The backgrounds vary, but for the most part they're pretty good too. At times the screen will bog down because of all the action going on, but it's acceptable when you take into account the amount of detail on the screen.

As with the original, I suppose Mutant Academy is pretty much only for hardcore X-Men fans or for those in dire need of a new PS one fighter. The game just lacks the depth to keep hardcore fighting-game fans interested. But really, did you expect anything more? Yeah, me either.

Final Score ●●●
Sam Kennedy

TEEN T
Players: 1-2
Memory Card: 1 block



Spider-Man 2 Enter: Electro

Strangely enough, lightning doesn't strike twice

Publisher Activision
Developer Vicarious Visions
Web Site www.activision.com

I've said it before and I'll say it again: Last year's Spider-Man was the best superhero game ever. Though a little short and not without its camera issues, its great variety of gameplay, first-rate villains and overall great, humorous story made it something I returned to on multiple occasions.

Know what, though? As much as I loved the first one, Spider-Man 2 just didn't speak to my Spider-Senses nearly as well. While by no means a bad game—in fact, it's probably one of the better PS one action titles of the year—**Vicarious Visions fails to match the overall magic captured so well by Neversoft's original**. It's a lesser game in every way.

On the gameplay front, I once again have to commend the variety of different types of action found throughout the six to eight hours of gameplay. The levels just aren't quite as cool this time, seeming to rely a great deal more on puzzle solving than the quest against Doc Ock and Carnage did. This would be fine, if not for the fact that the puzzles are so simple, even Rhino could solve them.

But **what I really miss from a gameplay perspective are the chase scenes**. Whether the cops pursued you relentlessly from building top to building top or you did the chasing yourself when after a villain like Venom, I'm not sure I've ever experienced more exhilarating PS one gaming than in such scenes the first time out. You won't find them in Spider-Man 2. Not a one.

I was also disappointed by the camera angles, noticeably worse in the sequel than the original. Case in point: the boss fight with Hammerhead. Imagine your previous fight with Rhino—as in a guy who likes to ram you with his head—only within a more enclosed area. The camera makes this particular fight very difficult—not because it's hard, but because its bad angles let you down. Not cool.

In all, though, I'd have to say the skirmishes with supervillains are a high point. Better puzzles themselves than the game's "real" puzzles, each nemesis has a weakness that takes a few tries to figure out at times. And even when you do determine it, that doesn't mean you've automatically won. A couple fights might even take a good 15 minutes to endure.

That is, if you can endure the villains themselves. As if you couldn't tell from the game's subtitle, **Spider-Man 2's evildoers pale in comparison to last year's ensemble**. Sure, you've got a battle with The Lizard—a first-class Spidey villain if there ever was one—but after that, the best it gets are Electro, Sandman and Shocker, who, despite being creations of a man I greatly admire, Stan Lee (returning for some great narration, incidentally), just really aren't that cool. And don't get me started on Hammerhead and the Beetle (the latter showing up only in a cinema). Why not an appearance from Morbius? Kingpin? Hobgoblin, for cryin' out loud?!

The story involved is also very run-of-the-mill, with no real surprises. You're basically out to save the world's sexiest, most curvaceous electrical scientist (Dr. Watts—get it?) from a maniacal Electro scheme. I do have to say, though, that the cutscenes are well-executed and performed, especially by Rino Romano, every bit as perfect in his Spidey role as last time and as on the Spider-Man cartoons of the '90s. **I cracked up at the game's pop-culture references**, running the gamut from *Die Hard*, to *Goodfellas*, to *Sesame Street*. The Marvel references disappointed me, however. Rather than have Spidey confront fellow heroes (X-Men appear in training modes, but that's it), we get forced newspaper headlines and dialogue referring to the likes of Elektra and Blade.

Even with its inferiorities to its predecessor, though, I can't help but recommend Spider-Man 2 to those itching for a good superhero game. I just wish it made me want to scream "Excelsior!" like the last one did.

Final Score ●●●◖

Chris Baker

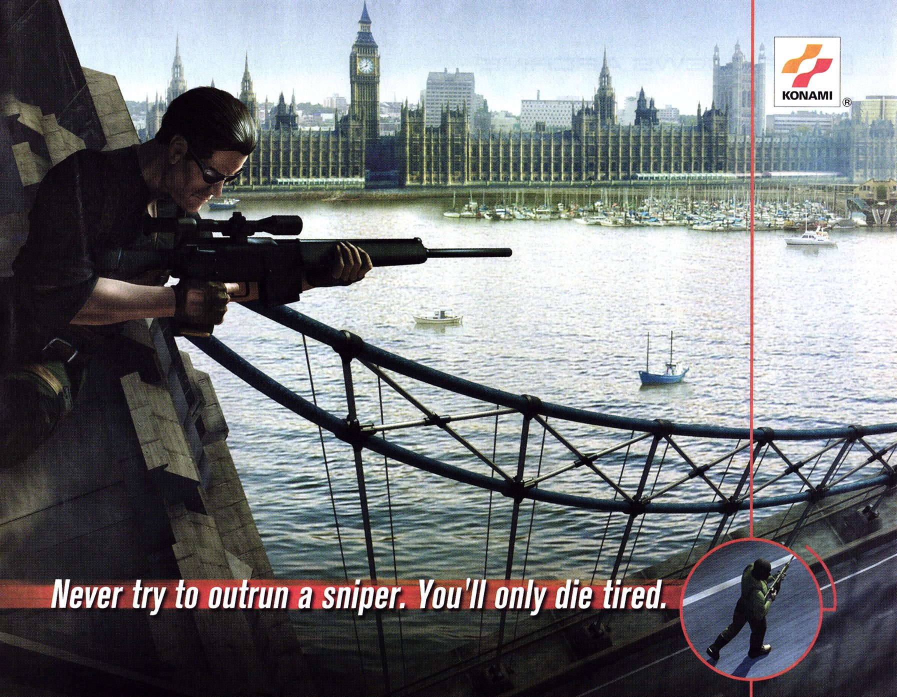
TEEN
Players: 1
Memory Card: 1 block

PS2 Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score

Game	Publisher	Score	Issue
4x4 EVO	GOD Games	●●●●	44
The Adventures of Cookie & Cream	Agetec	●●●◖	44
Aqua Aqua	3DO	●●	42
All-Star Baseball 2002	Acclaim	●●●◖	45
Armored Core 2	Agetec	●●●	39
Armored Core 2: Another Age	Agetec	●●●◖	48
Army Men Air Attack	3DO	●●●◖	44
Army Men: Green Rogue	3DO	●●	45
Army Men: Sarge's Heroes 2	3DO	●●◖	45
ATV Offroad Fury	Sony CEA	●●●●	42
Bloody Roar 3	Activision	●●●◖	47
The Bouncer	Square EA	●●●	42
CART Fury	Midway	●	47
City Crisis	Take 2	●●●	48
Cool Boarders 2001	Sony CEA	●●●●	46
Crazy Taxi	Acclaim	●●●●	46
Dark Angel: Vampire Apocalypse	Metro3D	●◖	49
Dark Cloud	Sony CEA	●●●●◖	46
Dead or Alive 2: Hardcore	Tecmo	●●●●◖	39
Disney's Donald Duck: Goin' Quackers	Ubi Soft	●●●◖	42
Driving Emotion Type-S	Square EA	●●◖	41
Dynasty Warriors 2	Koei	●●●●	38
Ephemeral Fantasia	Konami	●◖	49
Escape From Monkey Island	LucasArts	●●●●●	46
Eternal Ring	Agetec	●●	38
ESPN International Track & Field	Konami	●●●	39
ESPN MLS ExtraTime	Konami	●●	44
ESPN NBA 2Night	Konami	●●	42
ESPN National Hockey Night	Konami	●◖	45
ESPN Winter X Games Snowboarding	Konami	●●●	41
ESPN X Games Skateboarding	Konami	●●●●	49
Evergrace	Agetec	●●	39
Extermination	Deep Space	●●◖	48
F1 Championship	Ubi Soft	●●●●	43
F1 Championship Season 2000	EA Sports	●●◖	41
Fantavision	Sony CEA	●●●●	40
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
Fur Fighters: Viggo's Revenge	Acclaim	●●●	46
Gallop Racer	Tecmo	●●	48
Gauntlet: Dark Legacy	Midway	●●●◖	46
Gradius III and IV	Konami	●●◖	39
Gran Turismo 3: A-spec	SCEA	●●●●●	46
Gungriffon Blaze	Working Designs	●●●◖	39
Heroes of Might and Magic: Quest for the DragonBone Staff	3DO	●●◖	46
High Heat MLB 2002	3DO	●●●●	44
Kengo: Master of Bushido	Crave	●●●	42
Kessen	EA Games	●●●	39
Klonoa 2: Lunatea's Veil	EA Games	●●●●◖	47
Knockout Kings 2001	EA Sports	●●●●	42
Le Mans 24 Hours	Infogrames	●●◖	48
Madden NFL 2001	EA Sports	●●●●◖	38
Madden NFL 2002	EA Sports	●●●●◖	48
MDK2 Armageddon	Interplay	●●●◖	45
Midnight Club	Rockstar	●●●●	39
Mobil Suit Gundam: Journey to Jaburo	Bandai	●	48
Moto GP	Namco	●●●●	39
Motor Mayhem	Infogrames	●●●	47
MTV Music Generator 2	Codemasters	●●●	46
MX 2002 featuring Ricky Carmichael	THQ	●●●●	47
NASCAR 2001	EA Sports	●●◖	40
NASCAR Heat	Infogrames	●●●●	47
NBA Hoopz	Midway	●●●	44
NBA Live 2001	EA Sports	●●●	42
NBA ShootOut 2001	Sony CEA	●●◖	44
NBA Street	EA Big	●●●●●	47
NCAA Final Four 2001	Sony CEA	●	41
NCAA Football 2002	EA Sports	●●●●◖	48
NCAA GameBreaker 2001	Sony CEA	●◖	41
NFL GameDay 2001	Sony CEA	●	40
NHL FaceOff 2001	989 Sports	●●●◖	43
NHL 2001	EA Sports	●●●●	38
Oni	Rockstar	●◖	43
Onimusha: Warlords	Capcom	●●●●	43
Orphen: Scion of Sorcery	Activision	●●●	39
Q-Ball Billiards Master	Take 2	●●●◖	40
Quake III Revolution	EA Games	●●●●◖	44
Rayman 2 Revolution	Ubi Soft	●●●●●	41
RC Revenge Pro	Acclaim	●●◖	41
Ready 2 Rumble Boxing Round 2	Midway	●●●●	40
Real Pool	Infogrames	●●●◖	40
Red Faction	THQ	●●●●●	46
Resident Evil - Code: Veronica X	Capcom	●●●●◖	48
Ridge Racer V	Namco	●●●●◖	38
Ring of Red	Konami	●●●●	43
Rugby	EA Sports	●●●◖	48
Rumble Racing	EA Games	●●●●◖	45
Rune: Viking Warlord	Take Two Int.	●●◖	48
Shadow of Destiny	Konami	●●●◖	43
Silent Scope	Konami	●●●	39
Silent Scope 2	Konami	●●●◖	49
Silpheed: The Lost Planet	Working Designs	●●◖	40
Sky Odyssey	Activision	●●●	40
Smuggler's Run	Rockstar	●●●●◖	39
Soccer America: International Cup	Hot-B	●●	48
SSX	EA Sports BIG	●●●●●	38
Star Wars: Episode I—Super Bombad Racing	LucasArts	●●	45
Star Wars: Starfighter	LucasArts	●●●●◖	43

KONAMI ®


Never try to outrun a sniper. You'll only die tired.

Silent Scope 2 Dark Silhouette brings heart-stopping, single and two player arcade action to the PlayStation®2 computer entertainment system. You'll be armed with the latest hi-tech sniping equipment like the X-Ray Scope in order to thwart terrorist attacks throughout Europe.

With stunning graphics, multiple story lines and four modes of play, Silent Scope 2 delivers hours of sharp-shooting suspense. When there's no place to run all that's left to do is fight.

SILENT SCOPE 2™
Dark Silhouette™

MATURE
M
CONTENT RATED BY ESRB

Blood
Violence

PlayStation®2

www.konami.com

SILENT SCOPE Dark Silhouette™ is a trademark of KONAMI CORPORATION. ©1999 2001 KONAMI. ALL RIGHTS RESERVED. KONAMI® is a registered trademark of KONAMI CORPORATION.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

REVIEWS ARCHIVE

PS2 Review Archive (cont.)

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
Street Fighter EX 3	Conspiracy	●●●◖	47
Stretch Panic	Capcom	●●●◖	39
Summoner	THQ	●●●	39
Super Bust-A-Move	Acclaim	●●●	41
Surfing H30	Rockstar	●●	40
Swing Away Golf	EA Games	●●●	38
Tekken Tag Tournament	Namco	●●●●◖	39
Test Drive Off-Road: Wide Open	Infogrames	●●●	48
Theme Park Roller Coaster	Bullfrog	●●●●	41
Tiger Woods PGA Tour	EA Sports	●●●	44
Time Crisis	Namco	●●●●	49
TimeSplitters	Eidos Int.	●●●●●	39
Tokyo Xtreme Racer Zero	Crave	●●◖	45
Top Gear Dare Devil	Kemco	●●●◖	41
Triple Play Baseball	EA Sports	●●	45
Twisted Metal: Black	SCEA	●●●●●	47
Unison	Tecmo	●●●◖	44
Unreal Tournament	Infogrames	●●◖	40
War Jetz	3DO	●●◖	48
Warriors of Might & Magic	3DO	●●◖	44
Wild Wild Racing	Interplay	●●●	39
Winback	Koei	●●●●	43
World Destruction League: Thunder Tanks	3DO	●●●	42
X Squad	EA Games	●●●◖	38
Yanya Caballista: City Skater	Koei	●●●◖	49
Z.O.E: Zone of the Enders	Konami	●●●●◖	44

PS one Review Archive

Game	Publisher	Score	Issue
007 Racing	EA Games	●●●	41
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
102 Dalmatians: Puppies to the Rescue	Eidos	●●●◖	41
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Action Bass	Take Two.	●●	37
Action Man: Operation Extreme	Hasbro	●●●	41
Akuji the Heartless	Crystal Dynamics	●●●	18
Aladdin in Nasira's Revenge	Sony CEA	●●	45
Alexi Lalas International Soccer	Rockstar	●	23
Alone in the Dark: The New Nightmare	Infogrames	●●●●	47
Alien Resurrection	Fox Interactive	●●●	38
Alundra	Working Designs	●●●●◖	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●◖	37
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●	31
Armorines: Project S.W.A.R.M.	Acclaim	◖	35
Army Men 3D	3DO	●●●	20
Army Men Air Attack 2	3DO	●●●◖	39
Army Men: Green Rogue	3DO	●◖	47
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: Sarge's Heroes 2	3DO	●●◖	40
Army Men: World War	3DO	●◖	34
Army Men World War: Final Front	3DO	●◖	45
Army Men World War: Land, Sea, Air	3DO	●◖	39
Arthur! Ready to Race	The Learning Co.	●	42
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
Atlantis: The Lost Empire	SCEA	●●●●	48
ATV: Quad Power Racing	Acclaim	●	39
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ball Breakers	Take 2	●●●◖	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman: Gotham City Racer	Ubi Soft Games	●◖	46
Batman & Robin	Acclaim	●	13
Batman Beyond: Return of the Joker	Ubi Soft	◖	39
Battle Hunter	Agetec	●◖	48
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro Int.	●◖	5
Big Air	Accolade	●◖	20
Big Ol' Bass 2	Konami	●●◖	45
Billiards	Agetec	●●◖	45
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blade	Activision	●●◖	41
Blast Lacrosse	Acclaim Sports	●●◖	48
Blast Radius	Psygnosis	●●●◖	19
Blaster Master: Blasting Again	Sunsoft	●●●	38
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Blues Big Musical	THQ	●●●	46
Board Game: Top Shop	Agetec/A1 Games	●●●●	45
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman Party Edition	Vatical	●●◖	38
Bomberman World	Atlus	●●◖	13
The Bombing Islands	Kemco	●●◖	47
Boombots	SouthPeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
Bowling	Agetec	●●	43
Boxing	Agetec	●●●	45
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro Int.	●●	39
Breath of Fire III	Capcom	●●●◖	9
Breath of Fire IV	Capcom	●●●◖	40
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Builder's Block	Jaleco	●●●◖	35
Burstrick Wake Boarding	Natsume	●◖	45
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 99	Acclaim	●●	19
Bust-A-Move 4	Natsume	●●●●	17
Buzz Lightyear of Star Command	Activision	●●◖	39
C: The Contra Adventure	Konami	●◖	12
Caesar's Palace II	Interplay	●●	15
Caesar's Palace 2000	Interplay	◖	41
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Casper: Friends Around the World	Sound Source	●◖	41
Castlevania: SotN	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro Int.	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◖	25
Championship Motocross 2001 Featuring Ricky Carmichael	THQ	●●●	41
Championship Surfer	Mattel Int.	●●●	41
Chessmaster II	Mindscape	●●●◖	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◖	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae 2.0	Codemasters	●●●●●	40
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Contender 2	Bam!	●	41
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crash Bash	SCEA/Universal	●●◖	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Dance Dance Revolution	Konami	●●●●	42
Dance Dance Revolution Disney Mix	Konami	●●●●	49
Danger Girl	THQ	●●◖	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers	Capcom	●●●●	16
Darkstone	Take 2 Int.	●●●◖	43
Dave Mirra Freestyle BMX	Acclaim Max	●●●◖	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim Max	●●◖	47
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◖	13
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Digimon Digital Card Battle	Bandai	●●●	48
Digimon World	Bandai	●◖	36
Digimon World 2	Bandai	●●	46
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◖	38
Disney's Dinosaur	Ubi Soft	●◖	36
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◖	27
Dracula: The Resurrection	DreamCatcher	●●◖	48
Dragon Tales: Dragon Seek	NewKidCo	●◖	45
Dragon Valor	Namco	●●●	38
DragonBall GT	Bandai	●●	4
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
Driver 2	Infogrames	●●●●	40
Ducati World Championship Racing	Acclaim	●●◖	41
Duke Nukem: Land of the Babes	Infogrames	●●◖	40
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	SouthPeak	●◖	29
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	●●	41
Dune 2000	Electronic Arts	●◖	27
EA Sports Supercross	EA Sports	●●●◖	41
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
The Emperor's New Groove	SCEA	●●●◖	40
ESPN MLS GameNight	Konami	●●●	40
Eternal Eyes	Sunsoft	●◖	38
Evil Dead: Hail to the King	THQ	●●◖	41
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34
F1 2000	EA Sports	●●●◖	33
F1 Championship Season	EA Sports	●●●◖	40
F1 Racing Championship	Ubi Soft	●●◖	39
Family Feud	Hasbro Int.	●●●	39
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Fear Effect 2: Retro Helix	Eidos	●●●●◖	43
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
The Fifth Element	Activision	◖	15
Fighter Maker	Agetec	●●●◖	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Chronicles	Sony CEA	●●●●	47
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Final Fantasy IX	Square EA	●●●●●	39
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Ford Racing	Empire	●●◖	44
Formula 1 '98	Psygnosis	●●●●	15
Formula 1 '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	●●◖	40
Frogger	Hasbro Int.	●●◖	4
Frogger 2: Swampy's Revenge	Hasbro Int.	●●●	38
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●●	25
G.Darius	THQ	●●●●	13
Galaga: Destination Earth	Hasbro Int.	●●◖	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro Int.	●●	28
Gold and Glory: The Road to El Dorado	Revolution	●●	42
Gran Turismo	Sony CEA	●●●●●	9
Gran Turismo 2	Sony CEA	●●●●●	29
Grand Theft Auto	Take 2	●●◖	10
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◖	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◖	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
Gundam Battle Assault	Bandai	●●●	40
HardBall '99	Accolade	●◖	15
Harvest Moon: Back to Nature	Natsume	●●●◖	40
HBO Boxing	Acclaim	●●	41
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
High Heat Major League Baseball 2002	3DO	●●●●	43
Hogs of War	Infogrames	●●●●	38
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
In Cold Blood	Dreamcatcher	●●	49
Incredible Crisis	Titus	●●●◖	38
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int. Superstar Soccer '98	Konami	●●●●◖	11
Int. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◖	35
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro Int.	●●●●	17
Jeopardy! 2	Hasbro Int.	●●●●	29
Jeremy McGrath Supercross 2000	Acclaim	●◖	38
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◖	3
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Killer Loop	Crave	●●●	27
King of Fighters '99	Agetec	●●●●	41
KISS Pinball	Take 2	●◖	46
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings	EA Sports	●●●●	39
Knockout Kings 2000	EA Sports	●●●●	27
Konami Arcade Classics	Konami	●●◖	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Great Valley Racing Adv.	TDK Mediactive	●●●	46
The Land Before Time: Return to the Great Valley	Sound Source	●●◖	39
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lego Island 2: The Brickster's Revenge	Lego Media	●●◖	46
Lego Rock Raiders	Lego Media	●	37
The Lion King: Simba's Mighty Adventure	Paradox	●◖	42
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●◖	4
Looney Tunes Racing	Infogrames	●●◖	39
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Lunar 2: Eternal Blue Complete	Working Designs	●●●●	40
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	●●●●●	25
Madden NFL 2001	EA Sports	●●●●●	37
Madden NFL 2002	EA Sports	●●●●◖	49
Marvel SH vs. Street Fighter	Capcom	●●●◖	18
Marvel Superheroes	Capcom	●●	2
Marvel Vs. Capcom EX	Capcom	●●◖	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	●●●◖	40
Mary-Kate and Ashley: Winners Circle	Acclaim	●●◖	45
Mass Destruction	ASC	●●◖	3
Mat Hoffman's Pro BMX	Activision	●●●●	45
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	Electronic Arts	●●●●	27
Medal Of Honor Underground	Electronic Arts	●●●●	39
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32

PlayStation 2
8MB Memory Card
MagicGate
nYko

Brands You Trust.

EXTREME
nYko
GAMING™

WIN COOL STUFF AT NYKO.COM

This product is produced under license by Sony Computer Entertainment America for use with the PlayStation®2 computer entertainment system.
PlayStation and the "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc. MagicGate is a trademark of Sony Corporation.

PSone Review Archive (cont.)

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●◖	39
Mega Man X4	Capcom	●●●	4
Mega Man X5	Capcom	●●●◖	41
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Metal Slug X	Agetec	●●●●	43
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
Mike Tyson Boxing	Codemasters	●●	39
The Misadventures of Tron Bonne	Capcom	●●●●	31
Miss Spider's Tea Party	Simon & Schuster	●●●	41
Mission: Impossible	Infogrames	●●	28
Missile Command	Hasbro Int.	●●●	28
MK Mythologies	Midway	●●◖	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLB 2002	Sony CEA	●●	46
MLBPA Bottom of the 9th '99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro Int.	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Rancher Battle Card: Episode II	Tecmo	●●●◖	36
Monster Rancher Hop-A-Bout	Tecmo	●●●◖	41
Monster Seed	Sunsoft	●●◖	20
Mort the Chicken	Crave	●◖	41
Mortal Kombat: Special Forces	Midway	●◖	36
Mortal Kombat 4	Midway	●●●◖	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◖	14
Moto Racer World Tour	Infogrames	●●●●	40
Motocross Mania	Take 2 Int.	●	48
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◖	39
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	●●	45
MTV Sports: Skateboarding featuring Andy MacDonald	THQ	●	39
The Mummy	Konami	●●◖	41
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◖	39
N2O	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◖	38
NASCAR Heat	Hasbro Int.	●●●◖	40
NASCAR Rumble	Electronic Arts	●●●◖	31
NBA Fastbreak '98	Midway	●●◖	4
NBA Hoopz	Midway	●●●	43
NBA In the Zone '98	Konami	●●◖	7
NBA In the Zone '99	Konami	●●●◖	19
NBA In the Zone 2000	Konami	●●◖	28
NBA Live 98	EA Sports	●●●●◖	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◖	28
NBA Live 2001	EA Sports	●●●●	39
NBA ShootOut 98	Sony CEA	●●●◖	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◖	39
NBA Showtime NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digita	●●●	14
NCAA Final Four '99	989 Studios	●●●◖	18
NCAA Final Four 2000	989 Studios	●●●◖	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◖	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA Football 2001	EA Sports	●●●◖	36
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◖	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
NCAA March Madness 2001	EA Sports	●●	41
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◖	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◖	33
Need for Speed: V-Rally	Electronic Arts	●◖	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◖	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro Int.	●●●	24
NFL Blitz	Midway	●●●●●	13
NFL Blitz 2000	Midway	●●●●●	24
NFL Blitz 2001	Midway	●●●◖	38
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25

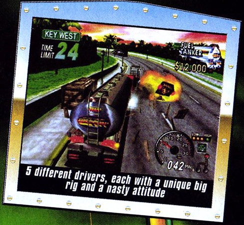
Game	Publisher	Score	Issue
NFL GameDay 2001	989 Sports	●●◖	37
NFL GameDay 2002	989 Sports	●●	49
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◖	24
N.GEN Racing	Infogrames	●●◖	35
NHL 99	EA Sports	●●●●◖	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●◖	38
NHL Rock the Rink	Electronic Arts	●●●●	32
Nick Toons Racing	Infogrames	●●●	48
Nightmare Creatures	Activision	●●●◖	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◖	15
Nuclear Strike	Electronic Arts	●●●●◖	3
O.D.T.	Psygnosis	●◖	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◖	15
Oddworld: Abe's Oddysee	GT Interactive	●●●●	1
One	ASC	●●●●	4
Pac-Man World	Namco	●●●●◖	25
Pandemonium! 2	Midway	●●●◖	3
PaRappa the Rapper	Sony CEA	●●●●●	2
Parasite Eve	Square EA	●●●●	12
Parasite Eve II	Square EA	●●●●◖	37
Persona 2: Eternal Punishment	Atlus	●●●●	41
Peter Jacobsen's Golden Tee Golf	Infogrames	●●●◖	41
PGA Tour 98	EA Sports	●●●	3
Pitfall 3D	Activision	●●	9
Play With The Teletubbies	Knowledge Ad.	●●	36
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◖	6
Point Blank 2	Namco	●●●◖	20
Point Blank 3	Namco	●●●◖	44
Polaris SnoCross	Vatical	●●◖	38
Pong	Hasbro Int.	●●●◖	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◖	21
Porsche Challenge	Sony CEA	●●●◖	1
Power Rangers Lightspeed Rescue	THQ	●◖	40
Power Shovel	Acclaim	●●●	49
Power Soccer 2	Psygnosis	●●●	5
Power Spike Pro Beach Volleyball	Infogrames	●●◖	41
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire Int.	●●●◖	37
Pro Pinball: Fantastic Journey	Empire Int.	●●●◖	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Puzzle Star Sweep	Agetec	●●◖	43
Q*bert	Hasbro Int.	●●◖	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◖	23
R-Types	Ascii	●●●◖	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◖	15
Rampage	Midway	●●◖	4
Rampage 2: Universal Tour	Midway	●	21
Rampage Through Time	Midway	●◖	36
Ray Tracers	THQ	●●●	5
RayCrisis	Spaz/W.D.	●●●	38
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
Razor Freestyle Scooter	Crave	●●●	41
RC de GO!	Acclaim	●●●●	40
RC Revenge	Acclaim	●●●◖	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◖	27
Ready 2 Rumble Boxing Round 2	Midway	●●●	40
Red Asphalt	Interplay	●◖	3
Reel Fishing	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 Dual Shock	Capcom	●●●●●	13
Resident Evil 3 Nemesis	Capcom	●●●●◖	27
Resident Evil: Director's Cut	Capcom	●●●	2
Resident Evil Survivor	Capcom	●◖	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro Int.	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rock 'Em Sock 'Em Robots	Mattel Int.	●●●	41
Rogue Trip	GT Interactive	●●●◖	14
Roll Away	Psygnosis	●●●●◖	13
Rollcage	Psygnosis	●●●◖	19
Rollcage Stage II	Psygnosis	●●●◖	31
Romance of the 3 Kingdoms VI	Koei	●●	30
Roswell Conspiracies: Aliens, Myths & Legends	Red Storm	●	48
RPG Maker	Agetec	●●●●◖	35
Rugrats: Totally Angelica	THQ	●●●◖	48

Game	Publisher	Score	Issue
Rugrats in Paris: The Movie	THQ	●●●	41
Runabout 2	HotB	●	36
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
Sabrina, the Teenage Witch: A Twitch in Time!	Knowledge Adven.	◖	45
SaGa Frontier	Sony CEA	●●●◖	8
SaGa Frontier 2	Square EA	●●●◖	29
Saiyuki: Journey West	Koei	●●●◖	47
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Samurai Shodown: Warrior's Rage	SNK	●◖	36
Scrabble	Hasbro Int.	●●◖	28
Sentinel Returns	Psygnosis	●●	11
Shadow Madness	Crave	●●◖	19
Shadow Man	Acclaim	●◖	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◖	28
Shanghai: True Valor	Sunsoft	●●●	20
Sheep	Empire Int.	●●●	41
Shipwreckers	Psygnosis	●●●	3
Shooter: Space Shot	Agetec/A1	●●●◖	48
Shooter: Starfighter Sanvein	Agetec	●●	43
Silent Bomber	Bandai	●●●●	30
Silent Hill	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●◖	29
Sim Theme Park	Electronic Arts	●●◖	33
The Simpsons Wrestling	Taito	●●	45
Skydiving Extreme	Banpresto	●◖	49
Skullmonkeys	Electronic Arts	●●●●●	6
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●◖	15
Smurfs	Infogrames	●●●●	29
Smurf Racer	Infogrames	●●	45
Sno-Cross Championship Racing	Crave	●◖	37
Soul of the Samurai	Konami	●◖	24
South Park	Acclaim	●◖	27
South Park Rally	Acclaim	●◖	29
South Park: Chef's Luv Shack	Acclaim	●	28
Snowboarding	Agetec	●●	43
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops	Take 2 Int.	●	34
Spec Ops: Ranger Elite	Take 2 Int.	●	46
Speed Punks	Sony CEA	●●●●◖	32
Speed Racer	Jaleco	●●	8
Speedball 2100	Empire	●●◖	40
Spider-Man	Activision	●●●●●	37
Spin Jam	Take 2 Int.	●◖	38
Sports Car GT	Electronic Arts	●●◖	21
Spyro: Year of the Dragon	Sony CEA	●●●●●	39
Spyro 2: Ripto's Rage!	Sony CEA	●●●●◖	27
Spyro the Dragon	Sony CEA	●●●●	13
Star Ocean: The 2nd Story	Sony CEA	●●●●◖	22
Star Trek: Invasion	Activision	●●●●◖	37
Star Wars: Episode I—Jedi Power Battles	LucasArts	●●◖	33
Star Wars: Episode I—The Phantom Menace	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Star Wars Demolition	LucasArts	●●●◖	41
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◖	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Sk8er	Electronic Arts	●●◖	19
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●◖	34
Striker Pro 2000	Infogrames	●●●●	33
Strikers 1945	Agetec	●●◖	44
Suikoden II	Konami	●●●●	26
Superbike 2000	EA Sports	●◖	32
SuperCross 2000	EA Sports	●◖	29
SuperCross Circuit	989 Studios	●●●◖	28
Surf Riders	Ubi Soft	●◖	35
Sydney 2000	Eidos	●●	38
Syphon Filter	989 Studios	●●●●	18
Syphon Filter 2	989 Studios	●●●◖	31
T'ai Fu	Activision	●◖	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◖	12
Tail Concerto	Atlus	●●●◖	26
Tales of Destiny	Namco	●●●●	13
Tales of Destiny II	Namco	●●●◖	49
Tarzan	Sony CEA	●●●◖	24
Team Buddies	Midway	●●●◖	38
Team LOSI RC Racing	Fox Interactive	●●◖	13
Tekken 3	Namco	●●●●●	9
Tenchu	Activision	●●●●	14
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis Arena	Ubi Soft	●●◖	4
Test Drive 4	Accolade	●●●◖	3
Test Drive 5	Accolade	●●●◖	15
Test Drive 6	Infogrames	●●●◖	27
Test Drive Le Mans	Infogrames	●●◖	34
Test Drive: Off Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◖	29

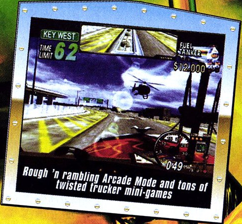
Game	Publisher	Score	Iss
Threads of Fate	Square EA	●●●◖	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiger Woods PGA Tour 2001	EA Sports	●●●◖	41
Tigger's Honey Hunt	NewKid Co	●●●●	41
Time Crisis: Project Titan	Namco	●●●	45
Tiny Tank	Sony CEA	●●◖	16
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◖	27
Tom & Jerry in House Trap	Eidos	●●◖	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	●●◖	45
Tomb Raider II	Eidos	●●●●◖	4
Tomb Raider III	Eidos	●●●◖	16
Tomb Raider: Chronicles	Eidos	●●◖	41
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	Electronic Arts	●●●◖	28
Tonka Space Station	Hasbro	●●◖	41
Tony Hawk's Pro Skater	Activision	●●●●◖	26
Tony Hawk's Pro Skater 2	Activision	●●●●●	38
Toonstein: Dare to Scare	Vatical	●●◖	29
Torneko: The Last Hope	Enix	●●	40
Toy Story 2	Activision	●●●	28
Toy Story Racer	Activision	●●●	44
Transformers: Beast Wars Transmetals	Bam! Interactive	●	36
Trap Gunner	Atlus	●●◖	13
Treasures of the Deep	Namco	●●●●	1
Trick'N Snowboarder	Capcom	●◖	25
Triple Play 99	EA Sports	●●◖	9
Triple Play 2000	EA Sports	●●●●◖	20
Triple Play 2001	EA Sports	●●●●●	32
Triple Play Baseball	EA Sports	●●◖	44
Turbo Prop Racing	Sony CEA	●●●	11
Twisted Metal III	989 Studios	●●◖	16
Twisted Metal 4	989 Studios	●●●●	28
Tyco RC: Assault With a Battery	Mattel Int.	●●	38
Ultimate 8-Ball	THQ	●●●●	22
Ultimate Fighting Championship	Crave	●●◖	40
Um Jammer Lammy	Sony CEA	●●●◖	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◖	33
Valkyrie Profile	Enix	●●●●	36
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◖	27
Vanguard Bandits	Working Designs	●●◖	33
Vanishing Point	Acclaim	●●●◖	44
Vegas Games 2000	3DO	●●●◖	27
Vigilante 8	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●	29
Virtual Kasparov	Titus	●●	49
VR Baseball 99	Interplay	●●●◖	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft	●●●	41
Walt Disney World Quest Magical Racing Tour	Eidos	●●◖	33
War Jets	3DO	●●	48
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warriors of Might and Magic	3DO	●●●	41
Warzone 2100	Eidos	●●●●	22
WCW Backstage Assault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●◖	26
WCW Nitro	THQ	●●◖	5
WCW/nWo Thunder	THQ	●	17
Wheel of Fortune	Hasbro Int.	●●●●	17
Wheel of Fortune 2	Hasbro Int.	●●●●	39
Who Wants to Be a Millionaire	Sony CEA	●●◖	35
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	●◖	47
Wild 9	Shiny/Interplay	●●●◖	15
Wild Arms 2	Sony CEA	●●●◖	33
The Wild Thornberrys: Animal Adv.	Mattel Int.	●◖	41
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40
World Cup 98	EA Sports	●●●	10
World Destruction League: Thunder Tanks	3DO	◖	39
The World Is Not Enough	Electronic Arts	●●●	40
World's Scariest Police Chases	Activision	●●	47
Worms Armageddon	Hasbro Int.	●●●◖	27
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●◖	31
WWF SmackDown! 2: Know Your Role	THQ	●●●●●	40
WWF War Zone	Acclaim	●●●●	12
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Files	Fox Interactive	●●●	28
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
Xena: Warrior Princess	Electronic Arts	●●●◖	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◖	25
You Don't Know Jack! Mock 2	Sierra On-Line	●●	40

THE ARCADE SMASH THUNDERS ONTO PLAYSTATION®2

computer entertainment system


KEY WEST
TIME LIMIT 24
FUEL TANKER
$12 000
042

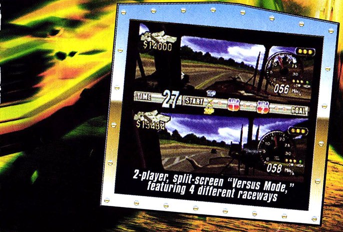
5 different drivers, each with a unique big rig and a nasty attitude


KEY WEST
TIME LIMIT 62
FUEL TANKER
$12 000
049

Rough 'n rambling Arcade Mode and tons of twisted trucker mini-games

EIGHTEEN 18 WHEELER WHEELER™

★★★ AMERICAN PRO TRUCKER ★★★


$14000
056
TIME 27
START
GOAL
$13400
058

2-player, split-screen "Versus Mode," featuring 4 different raceways

PlayStation 2

SEGA®

Acclaim®

acclaim.com

18 WHEELER™ Created by and Produced by SEGA. SEGA Converted, Published and Distributed by Acclaim. Original Game © SEGA, 1999. © SEGA / CRI, 2000. Acclaim® & © 2001 Acclaim Entertainment, Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more info.

Featured Tricks & Strategies

Dark Cloud 181
DVD Eggs 179
Gran Turismo 3 174
Grand Theft Auto, GTA2, GTA: London 181
Gundam: Journey to Jaburo 174
Ico 178
MX 2002 Feat. Ricky Carmichael 176
NCAA Football 2002 174
Twisted Metal: Black 176

EXPERT GAMER

Special thanks to Expert Gamer for providing tricks and strategy materials.

Tricks, tricks and more tricks. That's what we want from you. This month we were pleasing lambasted by tons of GT3 info, and we're expecting more. So, if you've got a tip, a cheat or a code, title the e-mail, Top Secrets, and send it to: OPM@ziffdavis.com. Otherwise, shout into the night air. We'll hear you.

GRAN TURISMO™ 3

OPM readers chime in with their own tips and tricks for GT3 glory

First cars first

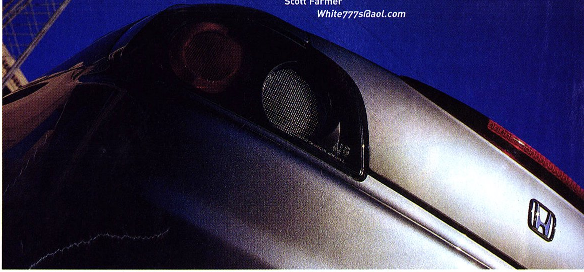
Don't buy the Miata first off. Instead, go get the Toyota Trueno. It may be a piece, but it's thousands less and has more horsepower than the Miata. When you buy the Trueno, all you have to do is win at the Super Speedway, and you'll be able to snag a turbo-charger which will make it twice as easy to win the Sunday Cup. When you win the Sunday, you'll get another Trueno. Just sell it for more cash and go win the Clubman Cup.
Travis Hawkes
travis@kwom.com

How to win a GT3 multiplayer race after eating a huge hamburger

It helps to have a large carbonated beverage handy, and experience in the Belching arts. To perform this trick, simply wait until a crucial point in the race. Then, unleash a belch of large proportions in your opponent's face. In the brief moment when he closes his eyes in disgust ram him into a wall! You should have no problem winning then.
Philip Nova
philipnova@vom.com

Rally Racing to Victory

To complete the rally division I used the Lancer Rally car I won in the Lancer races. I purchased the larger of the two turbos, which made the car quick enough to win any race, but it had a tendency to spin on tight corners. By adjusting the front differential to be stronger than the rear, and by tapping the accelerator in tight turns I was able to sweep the Rally Races. For wet races I purchased the softest tires and changed the final gear ratio to suit the track.
Scott Farmer
White777s@aol.com



TRICKS FROM THE 10 BEST-SELLING PS2 GAMES

❶ GRAN TURISMO 3: A-SPEC

Cheating PS2's No. 1 Driver

Easy horsepower boost

Forget that 3,000 miles business, after you finish each race change the oil. It will boost the horsepower by at least 10, but as much as 50. Plus, it only costs 250 credits.

Easy money

1. Go to Super Speedway in the Beginner League and keep racing the same level for easy money.
2. Go to the Beginner League and race in NA to get 5,000 credits.
3. If you have a good car, go to the Amateur League and race in NA for 10,000 credits.
4. If you have a *very* good car, go to the Amateur League and race in GT All-Stars in the test course to get 25,000 credits. Note: Buy the cheapest tires. They last longer.
5. Get a fast car and race the Speedway in the Final Series Race in the Beginner League to win 10,000 credits.

❷ NCAA FOOTBALL 2002

Players' names

The players in the game are modeled after actual people, and the programmers included most of their names if you take the time to enter them. Even Tennessee's tight end, John Finlayson is in there. To hear the announcers call your players' names instead of their numbers, simply change their names in the options menu. Select "Roster" then "Edit Player Information." Collegiate rosters can be found on ESPN.com. Not all names will be recognized, but it'll spice up the experience.

Touchdown celebrations

Hold one of the following buttons immediately before scoring a touchdown at the risk of an unsportsman-like conduct penalty:
Point upward: Press L1 or R1.
Shake football: Press L2.
Hold up football: Press R2.

❸ NBA STREET

Unlock hidden teams

Big Team (SSX Snowboarders)
Get 10 wins in any mode to unlock the Big (SSX Snowboarders) team.

3LW team
Get 20 wins in any mode to unlock the 3LW team.

NYC Legends team
Get 30 wins in any mode to unlock the NYC Legends team.

Street Legends team
Win the City Circuit tournament to unlock all the players on the Street Legends team. This team includes Biggs, Bonafide, Drake, DJ, Takashi, Stretch, and Michael Jordan.

Dream Team
Win the court mode to unlock a team that includes Graylien Alien, Magma Man, and Yeti Snowman.

❹ GUNDAM: JOURNEY TO JABURO

When playing mission 2 in story mode, shoot down at least five of the Dopps that try to shoot down White Base. To make this easier, jump up on to White Base and shoot down the Dopps as they fly toward you. Once

The coolest GT3 trick known to man

Well, this isn't exactly a shortcut, or a cheat that can help you progress in GT3. What it is, however, is the fruit of hours and hours of labor, and probably the coolest thing I've seen in GT3 so far: a Suzuki Escudo tearing up the test course at almost 900 mph. On its hind wheels! If you haven't seen this yet, you haven't lived.

First, you'll need a Suzuki Escudo Pikes Peak Version with all available upgrades and modifications, including a stage 4 turbo kit and super-soft racing tires. Go into the vehicle settings and make the following adjustments (be sure to save the default settings beforehand):

Tires:
Racing Super Soft front and rear.

Suspension:
Spring Rate: 4.0 front/4.0 rear
Ride Height: 75 front/75 rear
Shock Bound/Rebound: Level 7 all around
Camber/Toe Angles: All at 0
Stabilizers: Both at Level 4

Brakes:
Brake Balance: L9 front/L9 rear

Drivetrain:
Limited-Slip: Bring all Limited-Slip differentials down to 5.

Gear Ratio: Bring the auto setting to level 48; then bring the final gear to 3.012; finally, set the individual gears as low (i.e., as far to the left) as possible. You should be left with:

1st 4.604
2nd 2.888
3rd 2.014
4th 1.485
5th 1.157
6th 0.875
7th -----
FIN 3.012

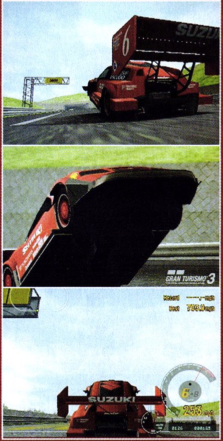
Other:
Downforce: 0.38 front/1.08 rear
ASM: 0
TCS: 0
VCD: 10%

When you start the Max Speed Test, turn the car around and circle the track in the other direction. Once around simply isn't enough to build up the speed you're looking for. Going the opposite way means that the test will not end until you exit it yourself (don't worry, it will still save your speed records). Be forewarned that the car will turn very poorly, so line yourself up properly on the straightaways.

Be careful not to piss yourself, because this car builds up some SERIOUS speed (my current record is 891.3 mph). Your front tires should begin lifting off the ground at about 225 mph, at which point you will quickly begin gaining tremendous speed. You might want to wear a diaper or something. The camera stays behind the car, so you'll get a weird angle during the wheelie...it's best viewed in one of the fancy replay modes.

And that's all there is to it...make sure you keep it clean and change its oil after every test.

John Damiani
Toronto, ON
john_damiani@hotmail.com



Quick turnover on the speedy rides

Once you have a decent car with around 500 HP (Mustang STV Cobra, Lancer Evo, etc.) and an A license, go to the Amateur league American Championship. It shouldn't be too hard to win the first four races. After the fourth race, save your game, and exit the next race. You should win and have about $50K overall. Now, if you don't get the Camaro Race Car for your prize, then load your saved game and try again. Once you get it, you can either sell it for $250K, or keep it. I suggest keeping your first one and selling the others you win. The Camaro is a great car that gets to around 950 HP. Get it totally upgraded and you will be able to win the American Championship with ease.

Nick Stauder
kenh@mcrs.com

Choose your own tunes

I have a tip for the races that take forever to complete. Go grab your discman, pop in your favorite CD, and race while listening to your own CDs. The time seems to go by quicker and who knows, you may even drive better. Especially for tracks that just have you take a bunch of left turns.

Kevin Irish
IrishSteel36@aol.com

The ol' memory card switcharoo

The easiest way to get fast cash in GT3 takes a little work at first. I purchased a Toyota Sprinter and put as many racing mods as the remaining $5k+ allowed. I then saved my game and turned the console off. I pulled out my memory card and started all over. Then I started the game in Simulation Mode with the allotted $18k. I put the memory card back into slot two and went to the garage and selected the Trade option. This option will transfer car info from slot two to slot one. The game then asked if I wanted to buy the car on that file. I selected "yes" and I bought the car for the original list price, but the racing mods were already installed. Kind of like getting free parts from the dealer. This will give you a leg up on the competition.

Troy Thorpe
troythorpe@hotmail.com

you have accomplished this, and the level progresses, instead of flying in by a red Dopp, Garma will be in his Zaku. Defeat him and successfully complete the rest of the mission to unlock this mobile suit in the gallery. If you have all the Zeon suits unlocked in the tactics battle mode already, then just finish a level to unlock this suit in the tactics battle mode. If not, just progress through tactics battle mode as usual.

⑤ TWISTED METAL: BLACK

Unlock some of the key players

Play as Yellow Jacket

At the Junkyard level, shoot down the airplane that circles the level with a homing or fire missile while no enemy is around you. The plane will catch on fire, circle and crash into a wall in the lowest area of the level that leads to an underground tunnel. Follow the tunnel under the sewers, collect the weapons and health, and continue until you see a control panel attached to a large column in the middle of a circular room. Shoot the control panel and a message stating Yellow Jacket has been unlocked will appear. Yellow Jacket will appear inside the destroyed column.

Play as Warthog

At the Suburbs level, go to the entrance to the carnival. Turn left and jump off a hill to land on top of a building with a structure on top of it. Blow up the structure to reveal a hole in the building. Fall through the hole and destroy the panel. A message stating Warthog has been unlocked will appear.

Play as Axel

At the Freeway level, go toward the center of the level to find a large construction site with two big cranes. The one on the right is holding a pipe, the one on the left is holding a crate. Use the ridge between the cranes and the road to aim yourself at the control box of the left crane (at the center box). You only need to hit it once with some kind of missile. The crate will then lower into the construction yard. Shoot it to unlock Axel.

⑥ EXTERMINATION

A pair of extra modes

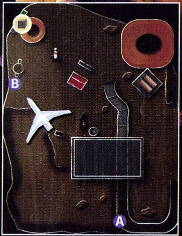
Play in Expert mode

Successfully complete the game after finding all 15 dog tags and save. Start another game with the yellow "Rear Of Compound" save file (00:00:00 time). The game will begin with extra ammunition (500 bullets, 50 shotgun shells, 30 grenade rounds, 1,000 flame

twisted metal: BLACK

Last month we gave you a good overview of the weapons and some general tips on how to stay alive in Calypso's car-combat tournament. This month we'll get into some of the more nittier and grittier means of survival in a few of the earlier levels in the game. Next month we'll finish up with the rest of the levels as well as special tips on how to defeat the bosses!

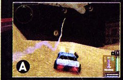
Zorko Bros. Scrap & Salvage



As with a lot of levels in TMB, your best bet with this one is to simply find an out-of-the-way place and pick off cars individually. Avoid areas that are congested, such as beneath the crumbling overpass, as it's easy to fall into a trap of two or more cars. One good spot to take haven in is the suspended plane, where you can grab a health power-up and fire down on enemies below. Another is a tunnel that is opened up when you shoot down the plane. Weapons will respawn inside, and if you stay about 50 feet back from the tunnel's entrance, you'll be perfectly safe.

SHOOTING THE PLANE

An airplane constantly circles this level, and by shooting it down, you can open up a massive hidden area. To get the best shot at the plane, arm yourself with the Homing Missiles and park on the ledge that overlooks the gully. When the plane flies overhead, blast away!



THE STATUE

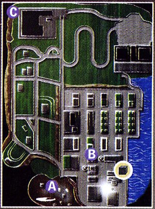
There is a goofy statue that hangs over part of the level. If you blow it up with two Gas Cans, a segment of it will fall into the giant crusher, forming a make-shift ramp. Build up some speed and time your jump off the ramp so that you land on the giant crusher, allowing you to raise to the highest part of the tower.

Environment Weapon

Call In the Fire Support

The Bomber in this level will fire its gun at any car that drives within its range. This attack will fire 18 potential shots, and these can whittle down almost any car with ease. When you trigger it, though, make sure you're not the closest car to the Bomber or else you might end up getting pegged!

Midtown Suburbs



This level is quite large and spread out, which can work in your favor. Simply stay to the outskirts and wait for your rival cars to seek you out and you'll have a better chance of not getting ripped apart. Since it can take a while for health power-ups to respawn, cooling off in the middle of nowhere can buy you some time. As much fun as it can be, it's usually best to stay out of the town area, as that's where most of the cars will congregate. One good spot to take out enemies is found in the town, though. Jump to the top of the A&L Transportation building and then from there jump to other buildings in the town. You'll find lots of power-ups and you'll also be able to take out enemies below with homing weapons.

FERRIS WHEEL

Have you ever wanted to cut a Ferris Wheel from its moorings and watch it smash through your town? Now you can live out this fantasy vicariously through TMB! Simply fire away at it and watch it roll, taking out any cars in its path!

SANCTUARY LIES WITHIN

At the edge of the town you will find a fairly large church. If you shoot the front or back of this structure, you will be able to hide inside and collect a nice Health Power-Up. And if you don't shoot through both walls, you can also use the church as a hiding spot.

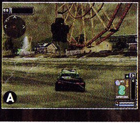
SPECIAL CUBE ITEM: Unlock the Prison Level–Jump to the top of the long narrow building in the factory district and shoot the vent that is closest to the ocean to reveal the Black Cube.

MIDTOWN EXPRESS 104

Although it encompasses a wide variety of terrains, this level doesn't offer many good places to hide, making mobility the key to staying alive. Keep moving, and avoid the area immediately below the massive bridge where the trains pass, as it will get congested with cars. Overall, the State Hospital offers the most sanctuary from conflict, but watch out when you jump into it—if you aim too far to the right, you'll die. Also, the Stadium area is great for fast cars such as Spectre.

DERAIL THE TRAIN

Show off your wicked side by



Environment Weapon

Lightning Storm

If anyone is camping in the factory district, a quick jolt of lightning from the Environment Weapon of this stage will make them rethink their plans.

units and 25 Ultimate Launcher missiles) and extra health items (20 Recovery Unit A, 5 Recovery Unit B, 5 MTS Vaccine, 5 Booster Shot A and 3 Booster Shot B). However, enemies will be more difficult.

Secret mode

Successfully complete the game after finding all 15 dog tags and Roger's knife. After the credits, and the candy girl song, you can save. When you do save the game, the save file will be yellow and have a star next to it. When you load this saved game file, you will begin with 300 bullets, 50 shotgun shells, 99 grenade shells, 1,000 flamethrower capacity and 25 missiles. You will also start out with an AT-6 Grenade Launcher. This has a six chamber revolving unit that you can use. You also get 25 recovery unit type A, 5 type B, 5 MTS vaccines, 5 booster shot type A, and 3 booster shot type B. However, the enemies take double the hits to kill in this mode.

⑦ MX 2002 FEATURING RICKY CARMICHAEL

More tricks to win the fans' hearts

Pendulum: Press Square, Circle.
Rocket Air: Press X, Circle.
Rodeo Air: Press Triangle, X.
Saran Wrap: Press Triangle, Square.
Seat Grab: Press X(2).
Suicide Flip: Hold Analog-stick Up until you have done a complete flip.
Superman Indian: Press X(3).
Switchblade: Press Square, X.

⑩ TEKKEN TAG TOURNAMENT

Super charger

While fighting with any character, press all buttons to do a super charger.

Automatic lower parry

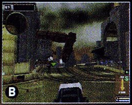
While fighting with any character, press Down/Forward to do a lower parry.

Escape backflip

While fighting with most characters, press Up/Back to do an escape backflip.

Bonus characters

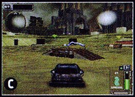
Successfully complete arcade mode with any character to unlock one of the hidden characters. Another character will be unlocked each time the game is completed, in the following order: Kunimitsu, Bruce Irvin, Jack-2, Lee Chaolan, Wang Jinrey, Roger & Alex, Kuma & Panda, Kazuya Mishima, Ogre, True Ogre, Prototype Jack, Mokujin & Tetsujin, Devil & Angel, and Unknown.



lobbing a gas can at the bridge that the trains continually pass over. If your aim is true, the bridge will collapse, and any train that tries to cross will derail in a glorious display of carnage. Other than looking cool, this doesn't really serve any purpose though.

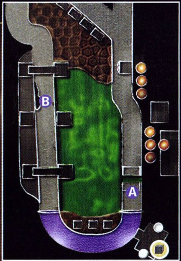
RACE RUMBLE

There is a stadium in the back section of this level where go-karts are racing. Although the wide open spaces may deter you from this area, you will find a Repair Station in the middle of the course. The cars racing around can make things interesting, though: they'll also attract homing missiles.



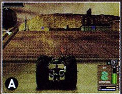
Black Vista Highway

This is another level that requires you to constantly keep on the move, as there are few spots that you can safely take refuge in. Your best bet is to play the level like a jackal—find cars that are the most damaged and hunt them down. The section that you'll probably want to avoid most is around the repair station, as most of the cars are drawn to this point.



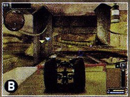
THE RISKY BRIDGE

Near the chemical plant you will find a partially raised drawbridge. Floating over the gap in the bridge is a skill weapon and two health power-ups. However, make sure you are going fast enough over it, as falling off the bridge will mean instant death.



ROADWORK NEEDED

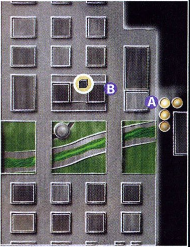
A section of the roadway has been completely destroyed, leaving a gaping hole in the road. Unlike the bridge, falling through the gap will not get you killed. In fact, if you are daring enough to fall through, you will find a health power-up that is sure to be needed. The passage that leads to a lower section of the road also has a second health power-up on it.



SPECIAL CUBE ITEM: You will find this secret Cube in the hidden chamber that is revealed by exploding the chemical storage ball. The hard part of this is getting the ball to hit the target before the other cars blow it up. You can increase your chances of success by waiting until there is only one enemy car left.

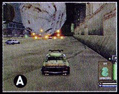
Downtown Business District

A remake of the classic Twisted Metal stage, the Business District is one of the easier levels in the game, as the enemy cars are always spread thin. You can use the open city streets as an advantage by freezing any enemies who chase after you. As soon as you see an enemy on your radar moving onto your street, you can trigger your attack so you can freeze your opponent without taking any hits in return. A good spot to hide in this level is the catwalk atop the Skyway Tower. From here you can easily fire down below, and few enemy weapons can reach you that high.

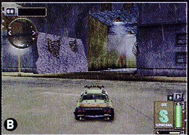


LEVEL THE BUILDING

Lob gas cans onto the giant chemical orbs that are connected to the chemical factory. One of them is bound to tumble out into the street and completely level the building behind the bank. Aside from being one of the coolest effects in the game, you will also be able to pick up a number of power missiles by doing this.



The Skyway Tower and the building across from it have sections of wall that you can break through. Inside, you will find an elevator that leads to an area on the second floor of the buildings. Since you will most likely be too busy trying not to get killed, you will quite possibly miss this section of the level (it takes a few missiles to destroy the wall).



SPECIAL CUBE ITEM: Unlock the Stadium level– Look behind a sign for this Black Cube. You will need to drop down onto the little walkway that rings the easternmost building with the elevator. Because it's transparent, this Cube can be easily missed. You'll have to use your jump ability to reach it.

Environment Weapon

Death from Above

Calypso's helicopters fly above every stage. However, in this level the ones flying over the center divide can be triggered to attack the cars closest to the bridge.

TRICKS FROM THE 10 BEST-SELLING PS ONE GAMES

❶ FINAL FANTASY TACTICS

Instantly kill undead

To instantly kill an undead (ghouls, skeletons, etc.), simply throw them a Phoenix Down. You will never miss and they'll die instantly! Note: When you kill undead this way a timer will appear. If you don't finish the game before the timer reaches 0 the undead will rise again.

Obtain strong weapons

Enter the Deep Dungeon (or explore around the Deep Dungeon) and fight random battles. After awhile a battle with a few male ninjas and one female ninja will begin. The ability catch on all of your characters must be present. Kill all of the male ninjas during the beginning of the battle. Then, wait until the female ninja throws a weapon (Chaos blade, Nagra rock, etc.). Since you have the catch ability on, the weapons will be yours.

❷ GRAN TURISMO 2

Kiddie Medal

The small green and yellow object on the status screen under licenses is a license award given if you miss the bronze medal by .3 to .5 seconds. The game is selective when awarding the medal and it may take several attempts to earn one.

Motor Sports Land track

Obtain all of the licenses, including the Super License, and the Motor Sports Land track will become available in time trial mode on the arcade disc.

❸ SPYRO: YEAR OF THE DRAGON

Extra lives

It's important to note that this code may only be used if you are in the first land and have not moved to another land. The best time to enable it is at the start of the game. Pause the game and press R2, L2, R2, L2, Up, Up, Up, Up, Circle.

Extra hit points

Pause the game and press Circle, R1, Circle, L1, Circle, R2, Circle, L2, Circle. If you entered the code correctly, you will hear a sound.

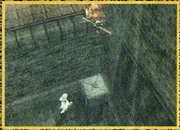
❹ FINAL FANTASY CHRONICLES

Skipping the Sealed Cave (FF 4)

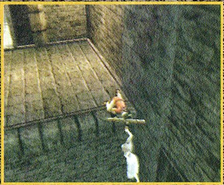
When you go to the Underworld and go to

ICO™

Ico, without a doubt, is a thinking man's game. Whenever you're stuck, try remembering two steps behind, *not* two steps ahead. Keep in mind that anything you see might very well be the key to conquering that level. Maybe you should push a box or maybe you should drop off of that sketchy ledge. Once all of your possibilities are exhausted, remember that going to past rooms might, too, be the key. Ico's a complex game, fantastically designed. Don't outthink yourself. Sometimes the answer is so simple you'll slap your forehead in awe.



Handouts



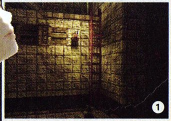
Keeping Yorda with you doesn't mean you can just drag her wherever you need. In some cases you'll need to position a box close to a ledge, climb up yourself, then, while at the edge, hold down R1. She'll go to you and jump for your hand. Other times, like when there are huge gaps, she'll get a running start if you give her the go-ahead by holding R1.

Stickin' it to the Ghosts

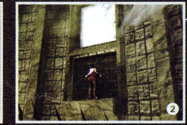
Defending Yorda is your number-one priority. When you start to see a swell of inky black stirring on the ground, or if you hear the music change, you best get medieval on some ghostly creatures. There are some tough beasts, so just swing away. Also, don't worry yourself over the spiders that scatter when you near them. They can't pull Yorda away from you. But they do obstruct her movement. So you may need to pull her away by hand.

FREEING YORDA

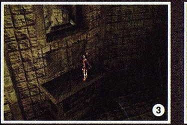
Freeing Yorda is the trigger that makes Ico an irresistible game. When you get into the room with the wide stone circle in the center, take the ladder to the right. Then walk up the circling stairwell until you're stalled by the gap of broken space. Climb up the window to your right, then, once outside, back in through the window on your far right. Then pull the lever to lower the cage with Yorda inside. Walk to the bottom, take the ladder to the left of the entrance. Climb to the center, then leap onto the cage to break it free. Now, pick up the stick, ward off the inky bad guys, and pull Yorda to the door.



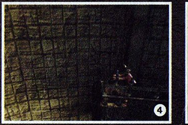
①



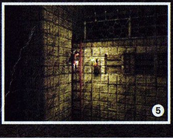
②



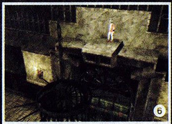
③



④



⑤



⑥

the Dwarf Kingdom, after you have to fight the dolls in the secret crystal chamber, Rydia returns and helps you fight. After you are done and back in the main chamber, use her warp spell to get back to the crystal room. The crystal will still be there. Approach and examine the crystal to take it. Later when you have to go to the Sealed Cave, if you have the Crystal, you will not have to enter it. You can skip that event and automatically go to the sequence that normally happens as you are coming out.

Tackling the Four Fiends (FF4)

To defeat the Four Fiends easily, use their weaknesses. For Milion, keep using Fire spells and attack. When he dies, he will return as Milion Z. Use Fire, Cure and attacks to defeat him easily. For Cagnazzo, use about two Bolt 3s and he should die, depending on your level. For Valvalis, have Kain jump and make her come out of her tornado form. Keep attacking her from there. For Rubicant, use Ice 3 only when his cape is open or else it will cure him. Have Edge throw swords, have Kain jump, and the rest attack. Note this strategy also works when you have to fight the Four Fiends again when in the Giant, only Rubicant never closes his cape.

⑤ TONY HAWK'S PRO SKATER 2

Unlock the Hawk

Unlock all hidden characters

Pause the game, then hold L1 and press Square, Circle, Right, Triangle, Circle, Right, Circle, Triangle, Right, Square, Right, Up, Up, Left, Up, Square. The screen will shake.

All gaps and Private Carrera

Pause the game, then hold L1 and press Down, Up, Left(2), Circle, Left, Up, Triangle(2), Up, Right, Square(2), Up, X. The pause screen will shake.

Special meter always full

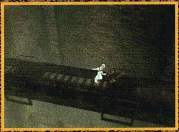
Pause the game, then hold L1 and press X, Triangle, Circle(2), Up, Left, Triangle, Square to always have a full special meter. If you entered the code correctly, the pause screen will shake. Alternately, successfully complete the game by completing all level objectives in career mode five times.

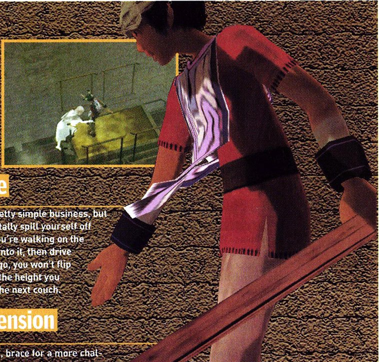
⑦ TEKKEN 3

Opening up a classic

Play as Doctor Boskonovitch

Complete Tekken Force Mode four times (collect the bronze, silver, gold keys, then complete that mode one final time). Then,



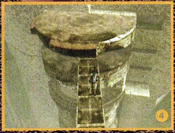


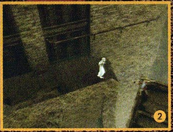
Last Train to Icoville

Finding your way beyond the "train" is pretty simple business, but the key is to make sure you don't accidentally spill yourself off the tracks. Grab Yorda, take a left once you're walking on the tracks, find the wheeled car, help Yorda onto it, then drive like the dickens. No matter how fast you go, you won't flip it. So burst ahead. After that, you'll have the height you need to grab the ledge and make it onto the next couch.

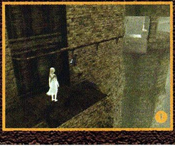
Suspense and Suspension

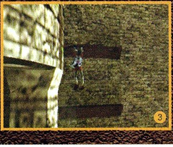
After you've mastered the train sequence, brace for a more challenging series of actions to progress. First off, you'll have to climb along the bar on the wall to your left. Then get to a lever that will swing the huge box around. Then go back to Yorda, jump onto the box, reach out your arm, and welcome her to the suspended box. Then go back to the bar on the wall and pull the lever again. From there, go left to the boards hanging on the walls. Climb them both then get to the top of the platform. Walk along the arm of the structure, then slide down the chain in the middle. Once you're at the bottom, on the box with Yorda, jump across to the new platform and hold your hand out for her. Once she's in your grips, it's couch time.

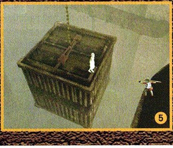




Make sure you're extra careful while at high altitudes. One tiny slip can cost you Ico's life and a quick trip back to the beginning of the level.







defeat Doctor Boskonovitch when he appears to have him available on the character selection screen under arcade mode.

⑧ SYPHON FILTER 2

D.C. City Park multiplayer stage

Find the dirty laundry in the New York City Slums District level in one of the washing machines in the first Sniper Building of the level. This is the building that is similar to the slums district level in multiplayer mode.

Disco Underground multiplayer stage

In the Disco 32 level, after killing the bodyguard on the catwalk, three more guards will run in the door. Kill all three before they can throw a grenade at you. None of them have flak jackets. When you kick open the doors to the next dance floor with big speakers in the corners, you will need to kill these three guards before the guard above you can throw a grenade. Save your BIZ-2 ammo for him, run to the right, and hide behind the speaker. Kill the two guards on the floor. As the guard above you runs around so he can throw a grenade, use the BIZ-2 for a head shot. He does have a flak jacket.

Jungle multiplayer stage

Kill Archer at the very end of the C-130 Wreck Site level with one shot (head shot). It is recommended that you use the silenced sniper rifle to kill him because of its zooming capabilities.

⑩ MLB 2002

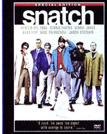
Super player

Enter "Scott Murray" as a player name at the player creation screen. He can hit 606-foot home runs.

DVD EGGS

Cast Away DVD

Head on over to the second disc and go to Video Stills and Galleries. After that Highlight Raft Escape. You'll need to push the left arrow button and you shall see angel wings as seen on the Fed-Ex box. Next step: discovering what's inside. Fun for the whole family.



Snatch DVD

Here's a few sweet eggs from a very cool flick. On disc two of the U.S. release of *Snatch*, director Guy Ritchie talks about a few of the actors in *Snatch* and he chats about his previous movie: *Lock, Stock and Two Smoking Barrels*.

Here's what you'll need to do: On disc two: highlight the arrow next to "Special Features." When the selections change, go to filmographies. Enter Guy Ritchie's filmography and press Up and Left to find a hidden No. 1 surrounded by a diamond. Press enter to see Guy Ritchie discuss *Snatch* and *LS&TSB*.

But wait! There's more. Enter Brad Pitt's filmography and press Up and then Right to find the same symbol as before. Ritchie will talk about Pitt.

And more? We're *OPM*, aren't we? Just do the same as above to get to Vinnie Jones', except press Up twice.

Hannibal DVD

If you're in the mood for a flash-frame music video, you'll need a copy of this less-than-stellar sequel. First, pop in disc two and go to the "Breaking the Silence" behind-the-scenes. There are five behind-the-scene segments in this area. Highlight "Music" and hit Left on your remote and two arrows will be highlighted. Click Enter to be taken to a page that explains what "Flash Frames" are and a music video (entitled "Clarice") made up of lots of flash frames.

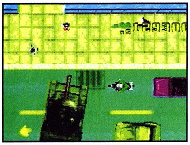
Logan's Run DVD

On the main menu there is a picture of a hand with a crystal in the center of it. Pressing the Right arrow key will highlight it. Press Enter. This will take you to a screen which explains the different colored crystals.

Requiem for a Dream DVD

This is a movie you must see. But owning the DVD seems a bit creepy to us. We couldn't stomach it more than once. Anyhow, if you're that big of an Aronofsky fan, here's a way to discover a sweet egg. First, go to the Chapter Selection section. Go to the video cassette spine labeled "Chapters 21-24." Press Up twice, then press Enter. You can now see a hidden bit from Tappy Tibbons' infomercial where he explains what his secret #3 is (if you notice, it's never said in the film). Just so you know, this egg was obtained by calling the Tappy Tibbons phone number, 1-900-976-JUICE. So don't call and get charged money to find out the above.

THE GRAND THEFT AUTO SERIES



❶ GRAND THEFT AUTO (THE ORIGINAL)

Multiple Cheats

Enter the following cheats for a player name and you'll get a load of goodies:

BASTARD: 99 lives, 5x multiplier, all weapons, armor, display coordinates, select level, unlimited ammunition and a Get out of Jail Free card.

GROOVY: all armor, unlimited ammunition and a Get Out Of Jail Free Card.

HANGTHEDJ: all cities and weapons, lots of money and a parrot picture at the character selection screen.

PECKINPAH: all weapons and armor and a Get Out Of Jail Free card.

THESHIT: 99 lives, 5x multiplier, all weapons and armor, select level, unlimited ammunition and a Get Out Of Jail Free card.

Other great stuff from the original

Car Bomb

When you start out on a level, steal a car, but don't pick a big one or else the trick will be harder. Then keep searching for a garage door kinda thing that has an X coming out from it. Enter that place and your car will be rigged or in other words, bombed. Then stop the car somewhere and press the fire button. Your car will be armed, so get out of it within about five seconds or you will blow up! This trick is useful for jobs, killing and collecting money. (Keep in mind, you must have $5,000 or you will not be able to get your car rigged.)

Easy Ambulance

To get the Ambulance, kill somebody by running them over or shooting them. Then hide and wait for the ambulance to come and highjack it. Watch out for the cops, as they will be all over you for killing someone. Turn on the sirens by pushing the R2 button. Hold it down and it will make a different sound.

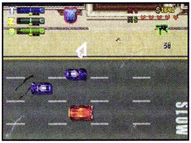
Easy Guranga

Go up to a group of Gurangas (the group of people making noise and running around following each other). Now, don't shoot them, but instead beat up the person in the front. If you beat him up enough, they will start following you almost anywhere. It's a good way to get a guranga with a machine gun, flamethrower, or other high-powered weapon of death.

Maximum Wanted level

Enter EATTHIS as a player name to set Wanted level to four.

❷ GRAND THEFT AUTO 2



5x multiplier

Use HIGHFIVE as a player name.

All Weapons

Use NAVARONE as a player name.

Free money

Steal a taxi and pick up people. They'll pay about $5 per second. But they don't always get in. They pay you until you drive recklessly or if you're chased by cops.

Level Select

To choose your starting level, enter your name as ITSALLUP.

Maximum Wanted level

Enter DESIRES to set Wanted level to four.

No police

Enter LOSEFEDS as a player name.

Tune car radio

Press Up to change the radio stations.

Turbo Charge

When starting a game, enter your name as IGNITION to make every car in the game turbo charged.

Unlimited Energy

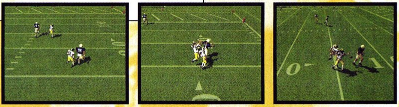
Enter LIVELONG as a player name.

Unlimited Money

EA SPORTS NCAA FOOTBALL 2002

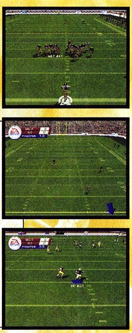
Breaking Up the Long Ball

Every team is susceptible to the occasional long-ball. And when it happens, it sucks. Don't be a victim. The trick to covering the deep pass is taking control of the defensive back and using the d-back's closing speed to ruin an opportunity. As soon as the pass is in the air, switch to the d-back and hold Circle. This will speed burst you into position. Then, when the pass is *very* close to being caught, hold down Triangle. If your timing is good, you may even pick it.



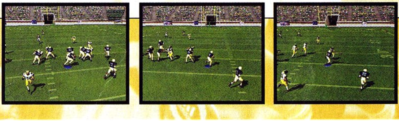
The Real Punt Return

We don't know if EA Sports is ever going to get punt coverage right, but we know a little trick that will spring you for an easy 15-20 yards on a punt return if you're interested. The trick: Take the Punt Block formation. You'll have loads of space as a returner, after you immediately cut left or right upon catching the ball. One problem: If the offense is faking, you could be in serious trouble.



Staying Cool During the Option

Running the option in college football is as important as Elvis' ghost keeping up the pompadour. The trick is knowing when to hold it and when to give it up. That you'll learn over time, but we've got a tip for basic execution. When you snap the ball with the QB, don't take one step backward. Always stay parallel with the line of scrimmage. That way, if you want to flip the ball, you're in good position. And if you want to cut upfield into a gaping hole, you're set. Otherwise, you give away a precious second by stepping back. And that can ruin you.



DARK CLOUD

Just because you asked for it—the full weapon evolution lists for our two favorite Dark Cloud characters. We aim to please! Speaking of which, plenty of you showed your displeasure at our comment about the uselessness of both Osmond and the fishing minigame. OK, we'll admit it—we were being a bit over the top, but your points are certainly valid. Below are two letters summing up your thoughts on this matter. Got any more Dark Cloud comments? Send 'em to us at opm@ziffdavis.com.

Go Fish

I agree that the fishing game is pretty pointless, but there is one trick all players should try. In the Matataki Village, go to the fishing area at night. If you bait your hook with a Poisonous Apple (and are kinda patient), you will hook a decent-sized fish called a Mardan Garayan. This fish gives good fish points, but it does something better. Any time from that point on, when you encounter a large treasure chest, you won't have to take the risk of being inadvertently poisoned or damaged by an explosion. A screen will come up saying, "Mardan Garayan shows the way," and the correct choice will be highlighted in red.
Eddie Moore
dsayers@gte.net

As other readers also pointed out, you can use your Fishing Points to buy a special sword for Toan that can only be powered up by catching more Mardan Garayan fish. You should also try the Poisonous apple in other towns after dusk, as the Mardan Garayan has been known to show up throughout Dark Cloud's world.

TOAN'S WEAPON EVOLUTION

- **SUN SWORD** — Big Bang — Sword of Zeus
- **BONE RAPIER** — Evilcise — Drain Seeker — Dark Cloud — 7th Heaven
- **WISE OWL SWORD** – Lamb's Sword – Atlamillia Sword – Chronicle Sword
- **MACHO SWORD**
  - Aga's Sword — Atlamillia Sword – Chronicle Sword
  - Cross Hinder — Big Bang — Sword of Zeus
- **BUSTER SWORD** — Claymore — Cross Hinder — Big Bang — Sword of Zeus
- **KITCHEN KNIFE**
  - Chopper
  - Sax
    - Choora
      - Heaven's Cloud — Dark Cloud — 7th Heaven
      - Maneater — Atlamillia Sword — Chronicle Sword
    - Dusack
      - Brave Ark — Dark Cloud — 7th Heaven
      - 7 Branch Sword — Atlamillia Sword — Chronicle Sword
- **SERPENT SWORD**
  - Evilcise — Drain Seeker — Dark Cloud
  - Tsukikage – Heaven's Cloud — Dark Cloud
    - 7th Heaven
- **CRYSTAL KNIFE**
  - Small Sword – Tsukikage — Heaven's Cloud — Dark Cloud
  - Sand Breaker – Antique Sword — Brave Ark — Dark Cloud
    - 7th Heaven
- **BASELARD**
  - Shamshir
  - Sax
    - Dusack
      - Brave Ark — Dark Cloud — 7th Heaven
      - 7 Branch Sword — Atlamillia Sword — Chronicle Sword
- **GRADIUS**
  - Small Sword – Tsukikage
  - Chopper
    - Choora
      - Heaven's Cloud — Dark Cloud — 7th Heaven
      - Maneater — Atlamillia Sword — Chronicle Sword
    - Dusack
      - Brave Ark — Dark Cloud — 7th Heaven
      - 7 Branch Sword — Atlamillia Sword — Chronicle Sword

Don't Diss Osmond!

Osmond is definitely worth the effort. His two best guns are way better than Ruby's rings; one does major damage and the other has a speed on it that won't let any enemy up!
Matt Marcell
troll_child@yahoo.com

Even better, we found out from all you readers that Osmond is especially powerful thanks to his unique ability in the game to strafe with his gun weapons.

RUBY'S WEAPON EVOLUTION

- **PLATINUM RING & THORN ARMLET**
  - Crystal Ring — Goddess Ring — Athena's Armlet — Secret Armlet
  - Fairy's Ring — Destruction Ring — Mobius Ring
- **BANDIT'S RING**
  - Crystal Ring
    - Goddess Ring — Athena's Armlet — Secret Armlet
    - Satan's Ring — Mobius Ring
  - Pockle — Fairy's Ring — Destruction Ring — Mobius Ring

Enter the name IAMPLAYA and you will have unlimited money.

③ GRAND THEFT AUTO: LONDON 1969

Multiple Cheats

Just like in the original, it's best to enter these codes as player names if you want to save some cheat code-entering time:

DONTMESS
All weapons and a Get Out Of Jail Free card.

FREEMANS
5x multiplier, all weapons, armor and a Get Out Of Jail Free card.

GETCARTER
99 lives, 5x multiplier, all levels and weapons, armor, display coordinates, maximum Wanted level, and a Get Out Of Jail Free card.

HAROLDHAND
99 lives, 5x multiplier, all levels and weapons, armor, display coordinates, maximum Wanted level, parrot picture (at the character selection screen), and a Get Out of Jail Free card.5x multiplier
Enter SIDEBURN as a player name.

9,999,990 points
Enter BIGBEN as a player name.

99 lives
Enter MCVICAR as a player name.

All cities
Enter RAZZLE or READERWIFE as a player name.

Display coordinates
Enter SWEENEY as a player name.

Drive Tank
To drive the Royal Pain Tank with rocket capability, go to coordinates: (39, 10).

London (1 and 2)
Enter MAYFAIR as a player name.

London (1 3)
Enter PENTHOUSE as a player name.

Maximum Wanted level
Enter OLDBILL as a player name.

No police
Enter GRASS as a player name.

• huge reviews • previews • strategy • codes • news • tricks • letters • tips • freebies •
huge reviews • previews • strategy • codes • news • tricks • letters • huge reviews • freebies • tricks •
previews • strategy • codes • news • tricks • letters • tips • freebies • huge reviews •
previews • strategy • codes • news • tricks • letters • freebies • huge reviews • previews • strategy tips
GAMENOW
Coming Soon! GameNOW on Newsstands Everywhere
ZIFF DAVIS MEDIA

Official Contest and Sweepstakes Rules

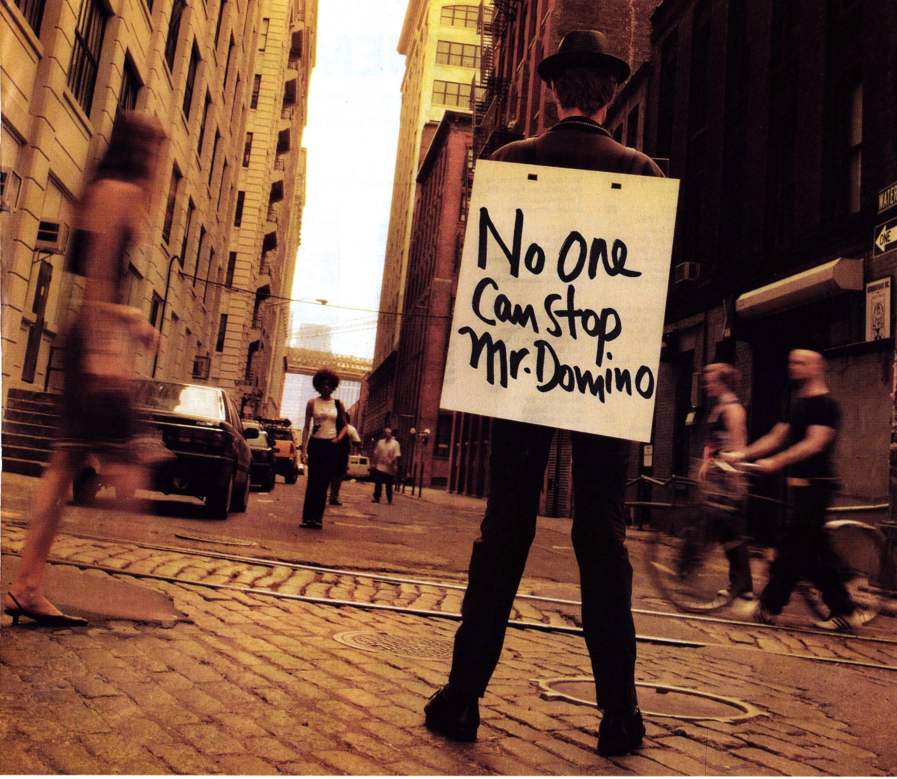
OPM CAPTION CONTEST Official Contest Rules:
1. No Purchase Necessary: To enter, send an original caption for the designated screen shot on a standard-sized postcard containing your name, address, and phone number to "OPM Caption Sweepstakes" PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by Ziff Davis Media Inc. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Quote Contest Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM LETTER OF THE MONTH Official Contest Rules:
1. No Purchase Necessary: To enter, send a letter or standard-size postcard containing your name, address, and phone number together with your comments to "OPM Letter of the Month", PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive a box containing various items from the OPM offices. Grand Prize has an approximate retail value of at least $10. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Letter of the Month Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

ADVERTISER INDEX

Acclaim Entertainment	55,173	www.acclaim.com
Activision	30-31, 77	www.activision.com
Bandai	141	www.bandai.com
Capcom	32-33, 81, 134-135, 147	www.capcom.com
Columbia Tri-Star Sony Pictures	39	www.cthe.com
Ecko Unlimited	15, 150	www.eckounlimited.com
Eidos Interactive	4-5, 44-45, 88-89, 156-157	www.eidos.com
Electronic Arts	8-9, 24, 50a-50h, 116-117	www.ea.com
Electronics Boutique/EBWorld	16-17	www.ebgames.com
Enix America	148-149	www.enix.com
Gamespot	183	www.gamespot.com
Interplay	128-129	www.interplay.com
Koei	91, 133	www.koeigames.com
Konami of America	67, 69, 111, 113, 127, 169	www.konami.com
Kraft - Planters	26, 27	www.cornnuts.com
Logitech	115	www.logitech.com
Majesco Sales	73	www.majescosales.com
Memorex	65	www.memorex.com
Midway Home Entertainment	11, 82a-82b, 159, 161	www.midway.com
Namco	57, 121	www.namco.com
Nyko	171	www.nyko.com
Sammy Entertainment	41	www.sammyentertainment.com
Sega of America	22-23	www.sega.com
Sony Computer Entertainment of America	2-3, 20-21, 48-49, 86-87, 94-95, 98-99	www.scea.com
Take 2 Interactive	28-29,61, 104-105	www.take2games.com
TDK Mediactive	71	www.tdk-mediactive.com
Tecmo	75	www.tecmoinc.com
THQ	58-59, 106-107, 188	www.thq.com
Titus Software Corporation	93	www.titusgames.com
Ubi Soft Entertainment	36-37, 63, 79, 123, 143	www.ubisoft.com
Universal Interactive	53, 84-85	www.universalstudios.com
Vivendi Universal - Sierra On-Line	6-7, 119	www.sierra.com
Working Designs	125	www.workingdesigns.com

OFFICIAL U.S. PlayStation MAGAZINE



Hints, codes, reviews, screen shots, release dates, movies, updated everyday.

Don't hit start until you hit gamespot.com

GAMESPOT G COM

Where gamers go to know.

© 2001 CNET NETWORKS INC. © 1998 ARTDINK. ALL RIGHTS RESERVED. CHARACTER DESIGN BY © 1997 HAKUHODO INC. ALL RIGHTS RESERVED.

COLLECT THEM ALL

Order *OPM* Back Issues or Demo Discs Today! To order, simply send your order form indicating which issues you would like to: **Official U.S. PlayStation Magazine Back Issues, P.O. Box 3338, Oak Brook, IL 60522-3338** All requests must be paid for by check or money order ONLY, made payable to Ziff Davis Media (Please do not send cash.) The cost for each issue is as indicated on the order form PLUS shipping and handling. Shipping and handling charges for each magazine are as follows: $3 U.S., $3 Canadian and $5 foreign. **All payments MUST be in U.S. funds.** Prices and availability subject to change without notice. (Note: Issue 17/February 1999 is completely **SOLD OUT**.)

Check the Issues You Want

☐ 1
☐ 2
☐ 3
☐ 4
☐ 5
☐ 6
☐ 7
☐ 8
☐ 9
☐ 10
☐ 11
☐ 12
☐ 13
☐ 14
☐ 15
☐ 16
☐ 18
☐ 19
☐ 20
☐ 21
☐ 22
☐ 23
☐ 24
☐ 25
☐ 26
☐ 27
☐ 28
☐ 29
☐ 30
☐ 31
☐ 32
☐ 33

Issue 1 **$15**
October 1997
Final Fantasy VII Strategy
Demo Disc playables: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force

Issue 2 **$10**
November 1997
Bushido Blade Strategy
Demo Disc playables: Crash Bandicoot 2, Croc, Armored Core, Madden NFL 98, Cool Boarders 2, Colony Wars

Issue 3 **$10**
December 1997
Cool Boarders Strategy
Demo Disc playables: Bushido Blade, Vs., Star Wars: Masters of Teräs Käsi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4

Issue 4 **$10**
January 1998
Tomb Raider II Strategy
Demo Disc playables: NFL GameDay 98, CART World Series, Frogger

Issue 5 **$10**
February 1998
Alundra Strategy
Demo Disc playables: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer

Issue 6–disc only $7.99
Demo Disc playables: Bloody Roar, Monster Rancher, Shipwreckers
non-playables: Alundra, NBA ShootOut 98, Saga Frontier, Mega Man Neo

Issue 7 **$10**
April 1998
Resident Evil 2 Strategy
Demo Disc playables: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE

Issue 8 **$10**
May 1998
Tekken 3 Strategy
Demo Disc playables: Einhänder, Gex: Enter the Gecko, Klonoa

Issue 9 **$15**
June 1998
Tekken 3 Strategy
Demo Disc playables: Cardinal SYN, Vigilante 8, Forsaken, N20, TOCA, Dead or Alive

Issue 10–disc only $7.99
Demo Disc playables: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA ShootOut, Blasto, Speed Racer
non-playables: NFL Xtreme, MLB 99, Tekken 3

Issue 11 **$15**
August 1998
Vigilante 8 Strategy
Demo Disc playables: Tekken 3, Turbo Prop Racing

Issue 12 **$10**
September 1998
Elemental Gearbolt Strategy
Demo Disc playables: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S.

Issue 13 **$10**
October 1998
Spyro the Dragon
Demo Disc playables: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3

Issue 14–disc only $7.99
Demo Disc playables: MediEvil, WarGames Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars Vengeance
non-playables: Crash Bandicoot: WARPED, Tenchu, Tai-Fu, Rugrats, Abe's Exoddus, Brave Fencer Musashi, You Don't Know Jack

Issue 15 **$10**
December 1998
Crash Bandicoot Strategy
Demo Disc playables: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Kagero, Metal Gear Solid, Gran Turismo

Issue 16 **$10**
January 1999
Tomb Raider III Strategy
Demo Disc playables: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu

Issue 17 **SOLD OUT**

Issue 18 **$10**
March 1999
Syphon Filter Strategy
Demo Disc playables: Syphon Filter, Bust a Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er

Issue 19 **$10**
April 1999
Silent Hill Strategy
Demo Disc playables: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar

Issue 20 **$10**
May 1999
Legend of Legaia Strategy
Demo Disc playables: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender

Issue 21 **$10**
June 1999
Gex 3 Strategy
Demo Disc playables: Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure

Issue 22 **$10**
July 1999
Street Fighter Alpha 3 Strategy
Demo Disc playables: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Croc 2, Soul of the Samurai, Bloody Roar 2

Issue 23 **$10**
August 1999
Ape Escape Strategy
Demo Disc playables: Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball

Issue 24 **$10**
September 1999
Jade Cocoon Strategy
Demo Disc playables: Um Jammer Lammy, Sled Storm, Chocobo Racing, Pong, Monaco Grand Prix Racing

Issue 25 **$10**
October 1999
Final Fantasy VIII Strategy
Demo Disc playables: Metal Gear Solid, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Toy Story 2, Pac-Man World

Issue 26 **$10**
November 1999
Dino Crisis Strategy
Demo Disc playables: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3

Issue 27 **$10**
December 1999
Crash Team Racing Strategy
Demo Disc playables: GT 2, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4

Issue 28 **$10**
January 2000
Resident Evil 3: Nemesis Strategy
Demo Disc playables:
Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem

Issue 29 **$10**
February 2000
Medal of Honor Strategy
Demo Disc playables: Tomba! 2, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding

Issue 30 **$10**
March 2000
GT 2 Strategy
Demo Disc playables: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4

Issue 31 **$10**
April 2000
Saga Frontier 2 Strategy
Demo Disc playables: Colony Wars: Red Sun, Spider-Man, Eagle One: Harrier Attack, Hot Shots Golf 2, Rollcage Stage II, Gekido

Issue 32 **$10**
May 2000
Syphon Filter 2 Strategy
Demo Disc playables: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour

Issue 33 **$10**
June 2000
Fear Effect Strategy
Demo Disc playables: X-Men Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grind Session

New Larger Size! Get More Magazine For Your Money!

☐ Issue 34–$10
July 2000

Official U.S. PlayStation Magazine
TONY HAWK
500

Tony Hawk's Pro Skater

Demo Disc playables: Tony Hawk's Pro Skater 2, Legend of Dragoon, MLB 2001, Mr. Driller, Star Trek Invasion

☐ Issue 35–$10
August 2000

PlayStation
Millionaire Comes Home
25

Who Wants to Be a Millionaire

Demo Disc playables: Star Wars Episode 1: Jedi Power Battles, Tenchu 2, WDW: Magical Racing Tour, Destruction Derby Raw, Play with the Teletubbies

☐ Issue 36–$10
September 2000

50+ HOT TRICKS
PlayStation
SOUL REAVER 2
PLAYSTATION2

Soul Reaver 2

Demo Disc playables: Grind Session, Rayman 2: The Great Escape, Ms. Pac-Man Maze Madness, Dave Mirra Freestyle BMX, Tyco R/C Racing

☐ Issue 37–$10
October 2000

PlayStation
STAR WARS
PS2 Survivor
EXCLUSIVE DEMO DISC

Star Wars

Demo Disc playables: Bust-A Groove 2, RC Revenge, Team Buddies, Sydney 2000, Muppet Monster Adventure, Sno-Cross Championship Racing

☐ Issue 38–$10
November 2000

PlayStation
△○✕□²

PS2 Revealed

Demo Disc playables: Crash Bash, Incredible Crisis, Jarrett & LaBonte Stock Car Racing, Spyro: Year of the Dragon, UFC, *plus* Metal Gear Solid 2 video!

☐ Issue 39–$10
December 2000

PlayStation
18 PS2
BASH
CRASH BASH

Crash Bash

Demo Disc playables: Madden NFL 2001, Star Wars Demolition, MTV Sports Pure Ride, Mat Hoffman's Pro BMX, Disney's The Emperor's New Groove

☐ Issue 40–$10
January 2001

PlayStation
GRAN TURISMO 3
TOMB RAIDER MOVIE REPORT

Gran Turismo 3

Demo Disc playables: Driver 2, Spider-Man, The Grinch, 102 Dalmations, Army Men Air Attack 2

☐ Issue 41–$10
February 2001

PlayStation
Z.O.E.

Z.O.E.

Demo Disc playables: Spyro: Year of the Dragon, Star Wars Demolition, Crash Bash, Cool Boarders 2001, You Don't Know Jack, Mort the Chicken

☐ Issue 42–$10
March 2001

PlayStation
FINAL FANTASY X
GRAN TURISMO 3
HALF-LIFE FOR PS2
WIN!
SSX·DVD

EA Sports Big

Demo Disc playables: CTR: Crash Team Racing, Hot Shots Golf 2, Grind Session, Disney's Tarzan

☐ Issue 43–$10
April 2001

PlayStation
XFL
Test Drive
Derek Jeter
TWISTED METAL BLACK

Twisted Metal: Black

Demo Disc playables: Championship Surfer, Power Spike Volleyball, Tigger's Honey Hunt

☐ Issue 44–$10
May 2001

PlayStation
CRAZY TAXI
Medal of Honor
FRONTLINE

MoH: Frontline

Demo Disc playables: Cool Boarders 2001, MediEvil 2, Legend of Dragoon, Emperor's New Groove, Metal Gear Solid, Legacy of Kain, Ape Escape, Tekken 3, Syphon Filter 2

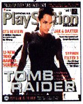
☐ Issue 45–$10
June 2001

PlayStation
DARK CLOUD
Final Fantasy X
Silent Hill 2
Metal Gear Solid 2

Dark Cloud

Demo Disc playables: Grind Session, Hot Shots Golf, Dino Crisis, Klonoa

☐ Issue 46–$10
July 2001



Tomb Raider

Demo Disc playables: Tomb Raider II, III & Last Revelation, Alone in the Dark, Gran Turismo 2, Dave Mirra: Maximum Remix, Aladdin in Nasira's Revenge

☐ Issue 47–$10
August 2001

PlayStation
FINAL FANTASY

Final Fantasy

Demo Disc playables: Final Fantasy VIII
Video previews: Final Fantasy VII, FFIX, FF Tactics, Klonoa 2, Star Wars: Super Bombad Racing and the *Final Fantasy* movie trailer

☐ Issue 48–$10
September 2001

PlayStation
ICO
WOW!
OVER 50
FRONT!

Ico

Demo Disc playables: Mat Hoffman's Pro BMX
Video previews: Disney's Atlantis: The Lost Empire, Okage: Shadow King, Escape from Monkey Island, Drakan II, Legion: The Legend of Excalibur

☐ Issue 49–$10
October 2001

PlayStation
SILENT HILL 2
The scariest game ever made

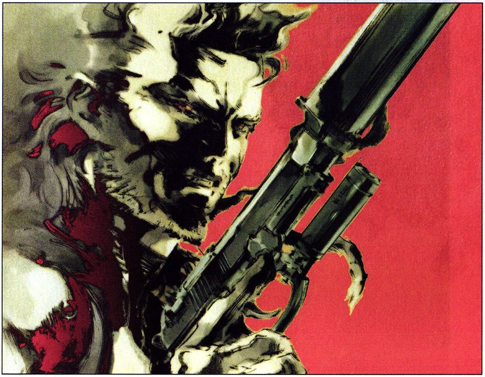
Silent Hill 2

PS2 Demo Disc playables: Cool Boarders 2001, Ico, Klonoa 2: Lunatea's Veil, Gauntlet: Dark Legacy, Star Wars: Super Bombad Racing, Portal Runner, Legacy of Kain: Soul Reaver, Spy Hunter

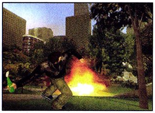
NEXT MONTH

December 2001
On sale Nov. 6

OFFICIAL U.S. PlayStation MAGAZINE



Metal Gear Solid 2. Easily the most-anticipated game ever. What can we say? It's Solid Snake in his first PS2 adventure. Or is it? Could it actually be just a shadow of that once-great agent? And will this be Snake's last hurrah? Find out what's really happening in our in-depth, hands-on feature. You know you want this game—and you know you want this issue to go along with it.



But that's not all! Don't miss our second-ever PS2 disc, with playable demos of NBA Street and Kinetica, video previews of Final Fantasy X and Jak & Daxter, *PlayStation Underground* stories on Ico and Enroute (keep your eyes out for Britney Spears!), and much, much more!

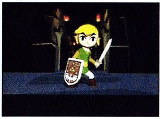
Plus! Batman: Vengeance, FIFA 2002, Grand Theft Auto III, Guilty Gear X, Half-Life, Kessen II, Okage, Syphon Filter 3 and more reviewed, the latest previews, and the coolest tricks and strategies.

Editorial content subject to change

November 2001
On sale now

ELECTRONIC GAMING MONTHLY™

StrangeCube?



EGM just got back from Japan with the latest word on the world of Nintendo. Want to see something shocking? Check out the strange new directions of the Zelda, Mario and Metroid franchises on the upcoming GameCube. You won't believe your eyes when you see these new screenshots! Plus, see how this winter's PS2 and Xbox wrestling titles compare with each other.

November 2001
On sale now

GAMENOW

GameNOW!

What is *GameNOW*? It's a new magazine featuring multi-console coverage, reviews, previews and all the great tricks and strategy you've come to expect from *Expert Gamer*. For starters, it'll have a huge preview on the PS2's newest RPG, Okage. On the Nintendo front, *GameNow* will explore the GameCube's software lineup as the U.S. launch date nears. Plus, more codes and a walk-through of Ico.

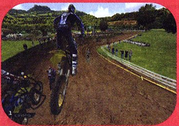
November 2001
On sale now

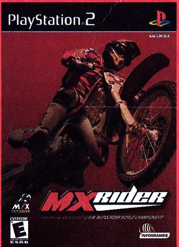
COMPUTER GAMING WORLD

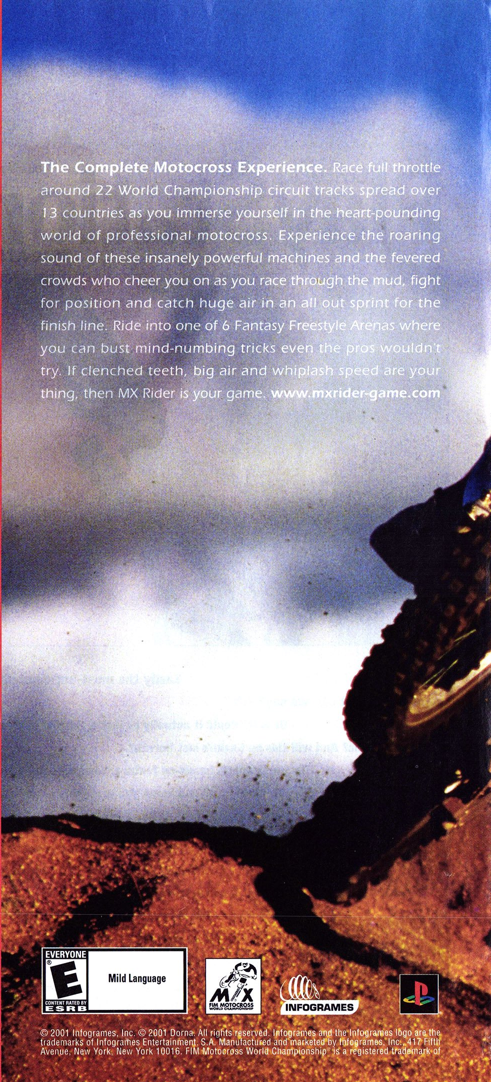
World of WarCraft

Going head-to-head with EverQuest and Ultima Online, World of WarCraft is a massive-multiplayer RPG set in Blizzard's ever-popular WarCraft universe. *CGW* has an exclusive 10-page report, complete with interviews and never-before-seen screenshots. Plus, Max Payne reviewed, Ghost Recon and MechWarrior IV Expansion previewed, and much more.

ATTACK







The Complete Motocross Experience. Race full throttle around 22 World Championship circuit tracks spread over 13 countries as you immerse yourself in the heart-pounding world of professional motocross. Experience the roaring sound of these insanely powerful machines and the fevered crowds who cheer you on as you race through the mud, fight for position and catch huge air in an all out sprint for the finish line. Ride into one of 6 Fantasy Freestyle Arenas where you can bust mind-numbing tricks even the pros wouldn't try. If clenched teeth, big air and whiplash speed are your thing, then MX Rider is your game. **www.mxrider-game.com**

EVERYONE
E
CONTENT RATED BY ESRB
Mild Language

MX FIM MOTOCROSS WORLD CHAMPIONSHIP

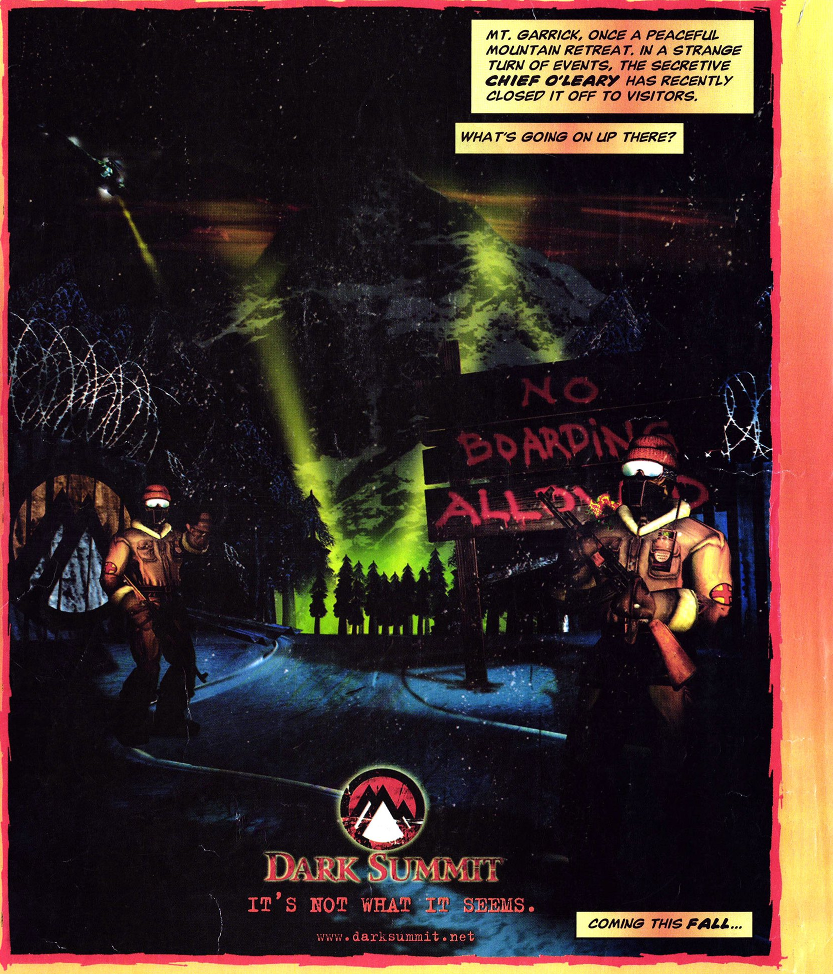
INFOGRAMES

© 2001 Infogrames, Inc. © 2001 Dorna. All rights reserved. Infogrames and the Infogrames logo are the trademarks of Infogrames Entertainment, S.A. Manufactured and marketed by Infogrames, Inc., 417 Fifth Avenue, New York, New York 10016. FIM Motocross World Championship® is a registered trademark of

MXRIDER™

PlayStation 2

Federation Internationale Motocycliste. Licensed by DORNA OFF ROAD S.L. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.



MT. GARRICK, ONCE A PEACEFUL MOUNTAIN RETREAT. IN A STRANGE TURN OF EVENTS, THE SECRETIVE **CHIEF O'LEARY** HAS RECENTLY CLOSED IT OFF TO VISITORS.

WHAT'S GOING ON UP THERE?

COMING THIS **FALL**...

TEEN
T
CONTENT RATED BY ESRB

Comic Mischief
Mild Language

PlayStation 2

XBOX

RADICAL

THQ
www.thq.com

Dark Summit - Game and Software © 2001 THQ Inc. Developed by Radical Entertainment Ltd. Radical Entertainment and its logo are trademarks of Radical Entertainment Ltd. Dark Summit, THQ and the respective logos are trademarks and/or registered trademarks of THQ Inc. All other trademarks and logos are property of their respective owners. All rights reserved. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

Made with love by

RetroMags

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!